THE LEGEND OF ZELDA®

A LINK TO THE PAST

Nintendo®

PLAYER'S GUIDE

Official Nintendo® Seal of Quality®

Your link to the ultimate epic adventure straight from the pros at Nintendo!

THE LEGEND OF
ZELDA
A LINK TO THE PAST

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THE GREATEST ADVENTURE

The Legend Of Zelda—A Link To The Past carries on the grand tradition of adventure games started by The Legend Of Zelda and The Adventure Of Link—a tradition of courage, power, and wisdom as exemplified by the mythic Triforce. Another tradition—that of unique, in-depth game coverage in Nintendo Power Player's Guides—is also being carried on.

This Player's Guide explores the lands, heroes and mysteries of Hyrule in an encyclopedic format that adds to the richness of the game experience. Don't expect a step-by-step replay that takes away the fun and mystery. Instead, you'll look back in time to an age of adventure and learn about the people and places of Hyrulian culture. You'll journey with the hero of the age, the fearless Link, and you'll access the largest body of knowledge ever collected on the magical implements and enemies of that time. Full maps of both worlds have been included to help the modern-day adventurer along with the reconstructions of the many dungeons and palaces of ancient Hyrule. For those interested in the epic struggle between Link, Zelda and Ganon, illustrated histories reveal all that is known.

With this book, you can approach the legend from any angle. If you need only general help on a specific area, look to the maps in the chapters covering the regions of the Light and Dark Worlds. You'll also find a treasure trove of trivia on the lives and times of the Hyrulians. If you need more specific help with a puzzle, the Link's Journey chapter reveals the answers to the most cunningly concealed dungeon entrances, traps and mysteries. In this chapter, you'll also find dozens of classified programmer's secrets. The reference section at the back of the Player's Guide provides detailed information on items, weapons, and enemies, including locations and battle strategies. It's perfect for quick help, especially when facing one of the dungeon guardians.

You'll find just the right amount of help for your needs, plus fascinating information that is available nowhere else. So let the tradition continue and the adventure begin!

LOOK FOR MORE NINTENDO PLAYER'S GUIDES
FOR THE MOST COMPLETE GAME COVERAGE FROM THE PROS

THE LEGEND OF
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A LINK TO THE PAST

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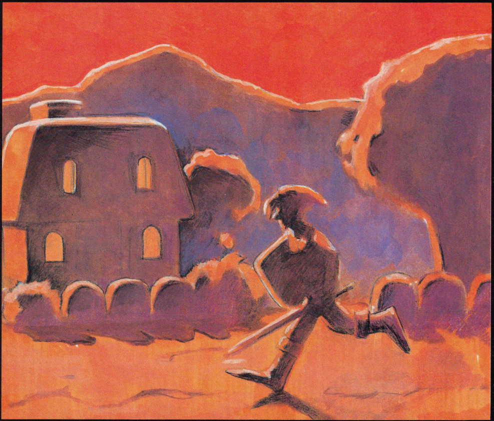
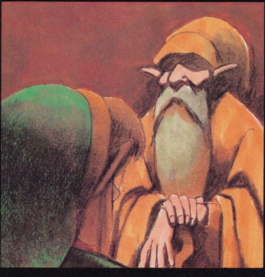
PLAYER'S GUIDE

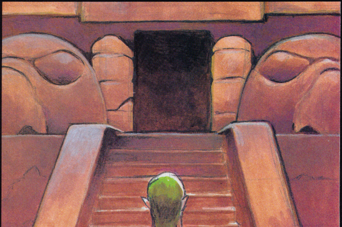
The Legend



Link's first call to adventure came in The Legend of Zelda when he had to rescue the Princess.

The Adventure of Link forced the hero to confront a new destiny.

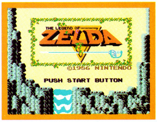




In The Legend of Zelda–A Link to the Past, the epic history of Link is revealed.

The Captive

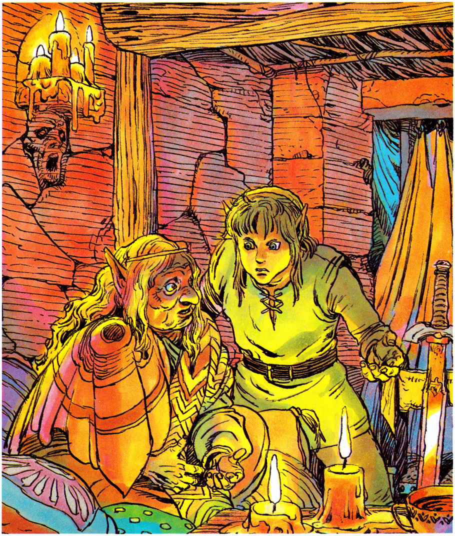
THE LEGEND OF ZELDA



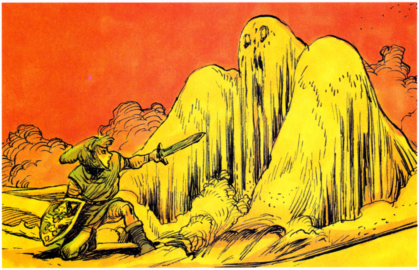
Although The Legend of Zelda appeared first in the series of Zelda adventures, it actually takes place many years after the third game. In this time, Hyrule had declined, becoming a rustic land with few remaining signs of its earlier glory. The land was overrun, and Ganon was to blame. At the heart of the conflict lay a missing piece of the Triforce and Princess Zelda.

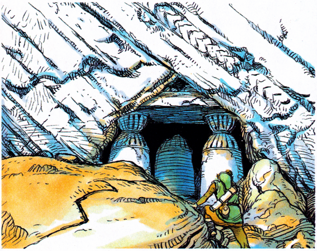
Of how Ganon came by the Triforce of Power no tale is told. When she discovered that Ganon had acquired a piece of the Triforce, though, Princess Zelda broke the Triforce of Wisdom into eight pieces and hid them. She knew a hero was needed to challenge Ganon, so she sent her nurse, Impa, to search throughout the land, even as Zelda herself was captured.

During her quest, Impa long evaded Ganon's reach, but in a forest glade she too fell into his clutches and would have been carried off if not for the heroic actions of a passing youth named Link. Once the villains had been driven away, Impa told the young man about Zelda's secret. Then, unable to hold back her tears, she told him how the Princess had been taken captive.

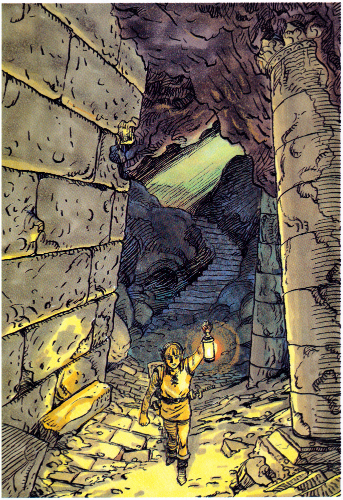


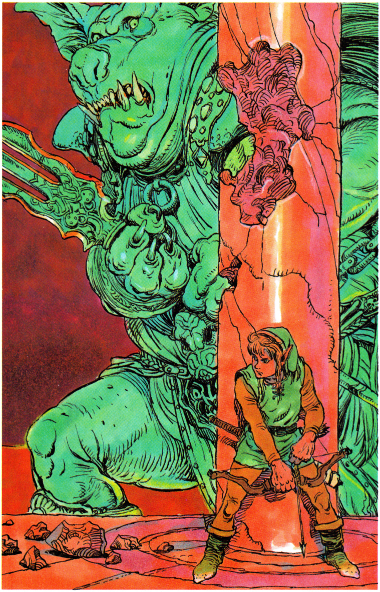
No sooner had the youth heard the tale of Zelda's sorrow than he pledged to defeat Ganon and rescue the Princess. He set off at once, knowing only that he had to collect the eight pieces of the Triforce of Wisdom. At every turn in the path he met monsters and other evil soldiers of Ganon who challenged him in battle.





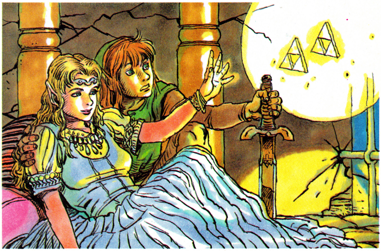
Link's first task was to find the hidden dungeons where Zelda had secretly hidden the divided Triforce. Many of the entrances were disguised, and only by using all of his wits and the scraps of hints that he picked up along the way was he able to succeed. Inside the dungeons, he met countless enemies, for Ganon's minions had taken hold of even the most remote chambers.





After countless adventures, Link gathered all eight pieces of the Triforce of Wisdom, then he scaled Death Mountain and gained entrance to Spectacle Rock. Ganon's great maze dwarfed any that Link had yet encountered. In a hidden chamber, he discovered a magical Silver Arrow and, taking the prize, he traced his way through the maze until he came face-to-face with Ganon himself. The battle between youthful hero and villainous foe raged across the chamber, but Ganon remained invisible, seemingly unaffected by the cuts of Link's sword. As Link began to tire, he tried a last, desperate strategy, putting the Silver Arrow to the test. The bowstring sang and the arrow flew straight. Ganon was destroyed!

With the defeat of Ganon, Link's mind turned to the purpose that had driven him here—the rescue of Princess Zelda. One chamber remained to be explored and Link pushed ahead. Here Zelda greeted him and the pieces of the Triforces of Power and Wisdom were reunited.



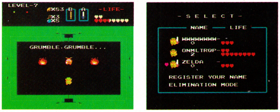
With the destruction of Ganon and the power of the Triforce restored, peace reigned once more in Hyrule. Princess Zelda now ruled the land, and the country prospered. It seemed as if the shadow of Ganon had been destroyed forever. But the youthful hero of the age remained ever vigilant. Wherever Link roamed, he looked for signs of Ganon's return, for he could not believe that he had truly banished evil from the land.

A LEGEND IS BORN

In 1987, video game players were introduced to a world of magic, mystery and danger unlike any seen before—it was called The Legend of Zelda. Today it remains a classic. The overhead view of the world in which the central character fights his own battles makes a radical departure from traditional RPGs. The variety of settings, from underground dungeons to overworld deserts, and the huge cast of enemies add depth to the experience.

Most players are equally absorbed by the many puzzles within the game. You need brains as well as brawn—witness the grumbling Moblin in Level 7 who requires a snack of Bait. Some of the secrets go even deeper, such as the code name ZELDA which allows access to a second quest.

Perhaps the biggest strength of The Legend of Zelda is that it creates an entire world in which players become legends in their own times.



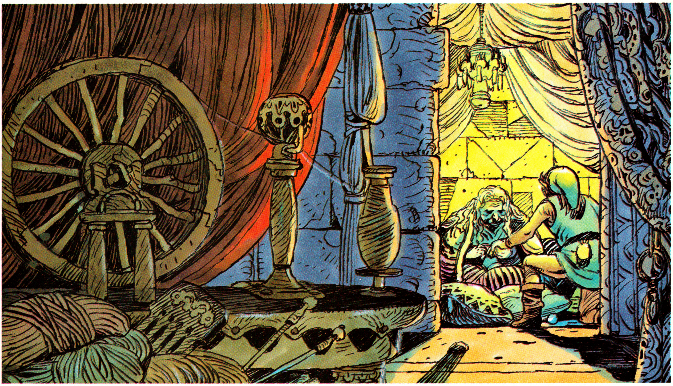
Puzzles keep players guessing. The grumbling Moblin won't let Link pass unless he's fed Bait. The code name ZELDA opens a new world for exploration.

Spellbound

ZELDA II: THE ADVENTURE OF LINK

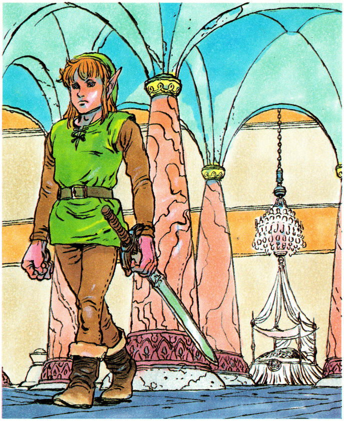
ZELDA II
THE ADVENTURE OF
LINK

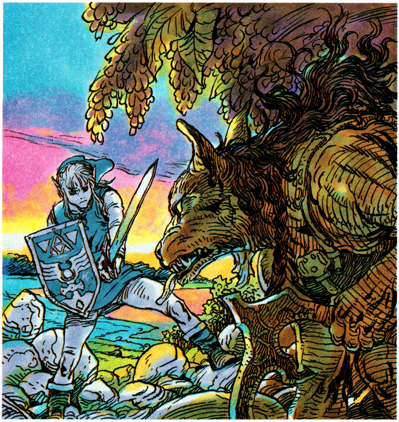
The Adventure of Link takes place several years after The Legend of Zelda. An older, taller and perhaps wiser Link has seen the country prosper and villages spring up. But peace is a fragile commodity in Hyrule and history has a way of repeating itself. On his second adventure, Link becomes a master of magic as well as a fighter. He visits many towns, fights new enemies and travels across the sea.



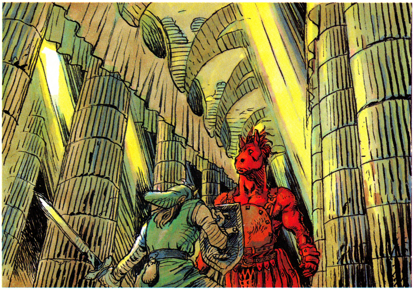
Marked by the sign on his hand, Link was destined to become a hero, but in the peaceful days following his first quest, he became restless. He wandered the forests, crossed the deserts and delved into the caverns of Hyrule, looking for clues to explain his feeling of unease. In time he became aware of a whisper that passed between the birds, beasts, and even through the blades of grass: there was a new magic in the land, nameless and terrifying.

Lying as still as marble, Princess Zelda slept the dreamless sleep of enchantment. When Link found her thus arrayed in the North Palace, he saw at once that she was spellbound. His greatest fear had come to pass. By refusing to reveal the secret power of the Triforce to a wizard, Zelda had brought on her own downfall. But all was not lost. If Link somehow unlocked the mystery of the Great Palace, he could save Zelda and the Triforce of Courage.

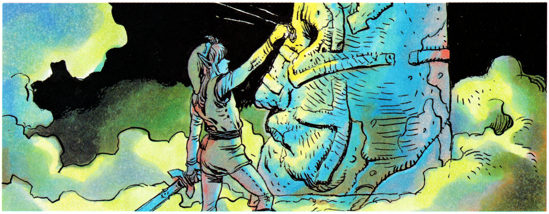




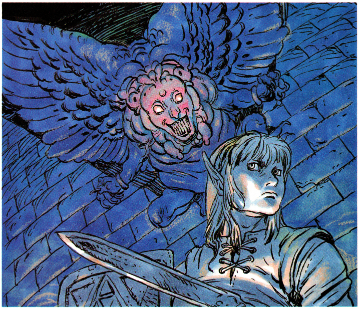
Again Link took to the fields and forests, but these places had become wild and dangerous, inhabited by enemies of old. Link found himself relying on his wits and swordplay at every step. Creatures he had never before seen also waylaid him: spiders called Deelers that dropped from the trees, tall Geldarms that rose from the sands of the Tantari Desert, and of course the Moblins, armed with spears and hatred.

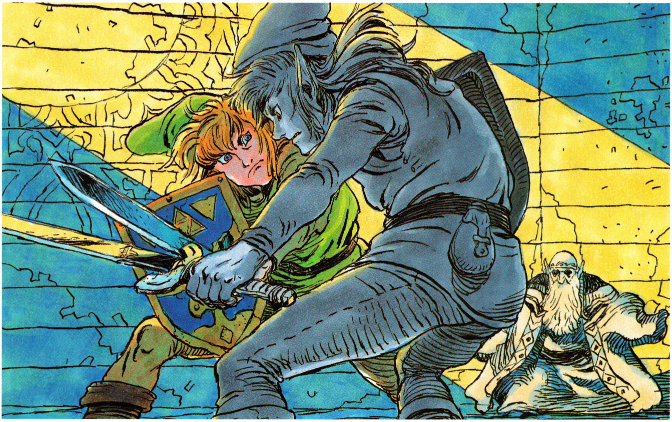


Link's mission was to enter each of six palaces and restore a missing crystal to a statue. Together the statues created a magical lock on the Great Palace. Only by replacing the six crystals could Link open the final door. In each palace, however, he had to battle a Statue Guardian of great strength: Barba the Dragon, Ironknuckle the Knight, Carock the Wizard and others.



As he closed the palaces, Link crossed the whole of Hyrule, from Ruto in the northwest to Death Mountain in the south, from the Island Palace in the Stormy Straights to Maze Island in the Far Eastern Sea. He helped villagers when he could, but he never lost sight of his ultimate goal. Finally, after uncovering the secrets of Old Kasuto, Link pushed on to the Great Palace where he met the Thunderbird.



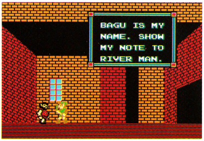


Once the Thunderbird was vanquished, Link thought that Zelda and Hyrule would be saved, but it was not to be . . . not yet. Exhausted from his journeying, Link had one more enemy to defeat—an enemy so unexpected that he did not know what to do, for the enemy was his own shadow.

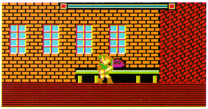
THE ADVENTURE CONTINUES, WITH A TWIST

The Adventure of Link combines the overhead exploration aspect of The Legend of Zelda with the side-scrolling combat of traditional action games. Since its release in 1988, it has remained one of the most popular NES games.

In The Adventure of Link, people were living in towns, and these people talked to Link and asked for his help. Many of the puzzles in the game are solved through clues given by townfolk. For instance, the key to reaching Death Mountain and the Hammer is to find a fellow named Bagu. The clue comes from a Bot in the town who tells you to look for his master in the forest northeast of Saria. With magic at his disposal and more fighting moves, Link also shows growth as a character. The game also gives the player a wider variety of activities.



BAGU IS MY
NAME. SHOW
MY NOTE TO
RIVER MAN.



The Bot in Saria tells Link where to find Bagu, whose letter gets Link across the river.

Worlds Apart

THE LEGEND OF ZELDA: A LINK TO THE PAST

THE LEGEND OF
ZELDA
A LINK TO THE PAST
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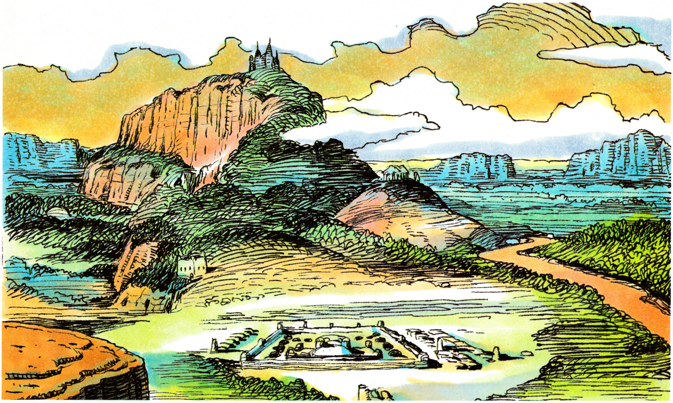
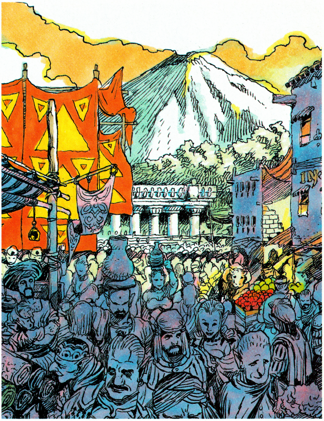
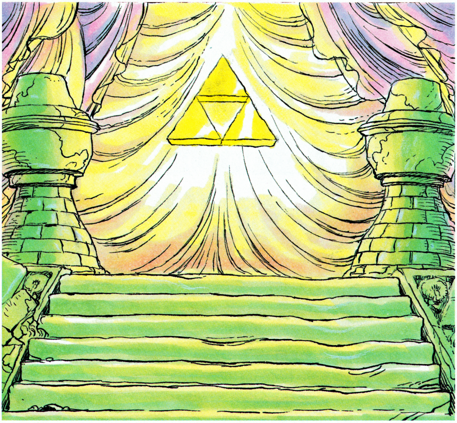
Back in the mists of time, before the era of The Legend of Zelda and The Adventure of Link, Hyrule was a land of fabulous palaces and magic. It was also a troubled land, and the divisions of Light and Dark were tearing it apart. The origins of this conflict lay even deeper in the shadows of time, with the coming of the Triforce and the greed of Ganondorf, King of Thieves.



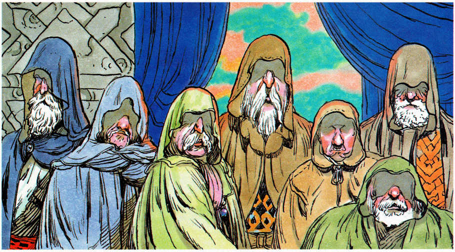
To comprehend Hyrule and Link's desperate quest, one must first know the ancient legend of the Triforce. In the Golden Land, where it was placed by the creators of the world, the Triforce beckoned to people. Ganon and his band of thieves long searched for the secret entrance to the Golden Land, eventually stumbling upon it. Then Ganon defeated his fellows for possession of the Triforce.

In a period known as the Imprisoning War, the King of Hyrule brought seven wise men together to seal the door to the Golden Land, for Ganon's evil power had been spilling forth, causing corruption and darkness. The once peaceful land became a place of dreadful rumors of the coming of a magical enemy. At this time the Master Sword was forged, but there was no hero valiant enough to wield it.

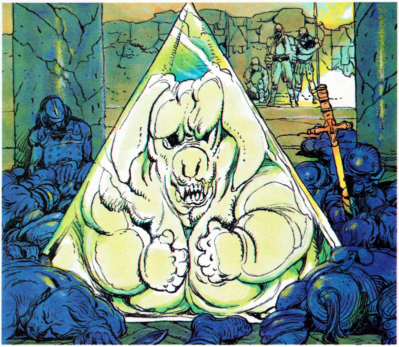




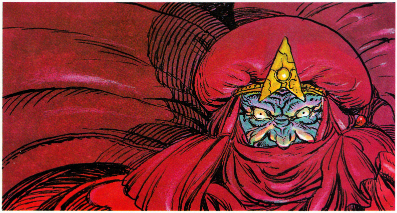
Before the wise men could seal off the Golden Land and the Triforce, Ganon's army surged into Hyrule and besieged the castle. The Knights of Hyrule fought heroically, but the power of the Triforce controlled their enemies, giving them inhuman strength. The battle raged back and forth through the gate. Many foes fell in the tide of battle, but too many Knights also were lost. It seemed that they were beyond hope.



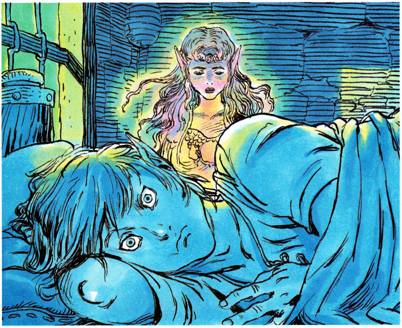
Then, at the end of the day, the wise men finally succeeded in blocking the door to Ganon's Realm. With the power of their master removed, the enemies fled or threw themselves into the moat. Hyrule was saved and over the years the Golden Land, which then became known as the Dark World, faded from the memory of the people.



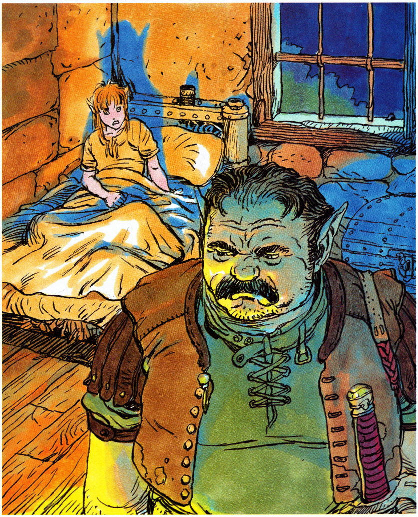
The people of Hyrule may have forgotten about the Dark World, but the master of that evil land had not forgotten about Hyrule. Ganon brooded in his prison, surrounded by reminders of his fall. He grew ever more bitter as the dark years passed like the wailing of cold winds on a winter's night. Ambition burned in his eyes. He would find a way to wreak vengeance and claim total power.



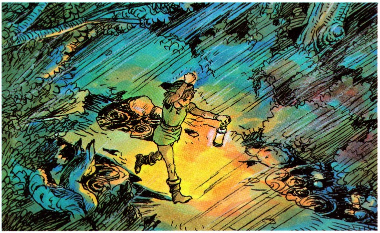
Many centuries passed with Ganon and the Triforce safely locked away. Then the disasters began: plague, drought, quakes and fire. The King sought sage advice and a wizard named Agahnim stepped forth and ended the strange disasters. He became a powerful advisor to the King, but he kept his true plans to himself. It seemed like a Golden Age, but it wouldn't last.



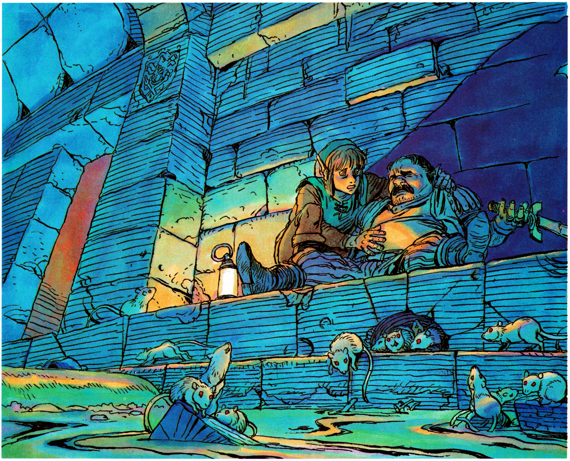
Once Agahnim had consolidated his power, he began to abuse it. First to fall victim were the ancestors of the seven wise men. The wizard imprisoned six maidens in crystal cocoons and they were never seen again. Then Princess Zelda herself was taken as she sent a telepathic plea into the night. The Hylian gift that enabled Zelda to send her message also allowed Link to hear her.



Having received Zelda's message, Link felt compelled to save her, but his uncle forbade him to leave the house. Link's uncle thought that the lad's courage outweighed his common sense, yet he knew that something had to be done to save Zelda. Turning away from Link, he gripped his sword. He knew a secret entrance into the castle, although he didn't know the way out.



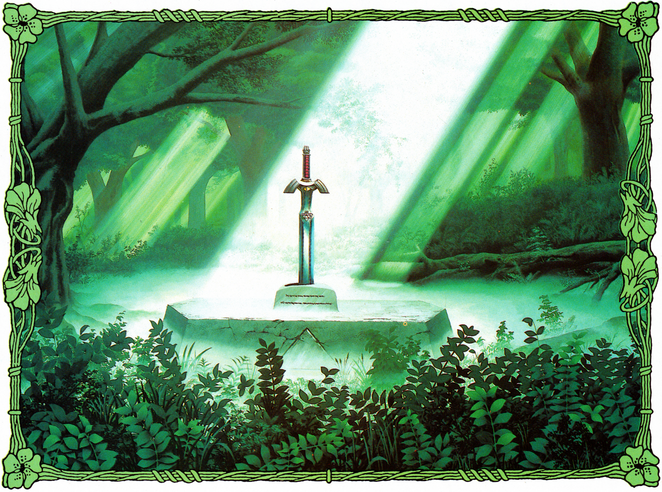
Link couldn't tell how much time had passed since his Uncle had left—a minute? an hour? The only thing he knew was that Zelda had spoken to him. He had to help her! Taking a lamp to light his way, Link stepped into the lashing rain and headed toward the castle.



As Link floundered about in the storm, he heard a second telepathic message from Zelda telling of a secret route into the castle. When he found the entrance, he also found his uncle inside, wounded and unable to carry on. Link took his Uncle's sword and promised to return.

THEN THE GREAT QUEST BEGAN·····

THE LEGEND OF ZELDA
A LINK TO THE PAST™



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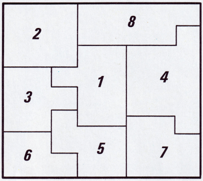

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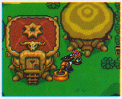
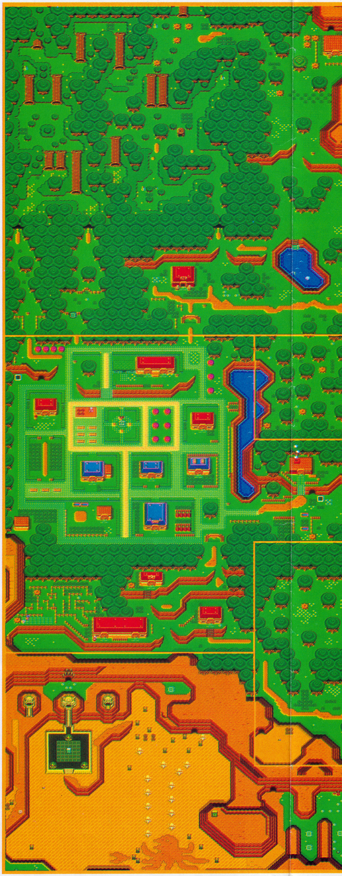
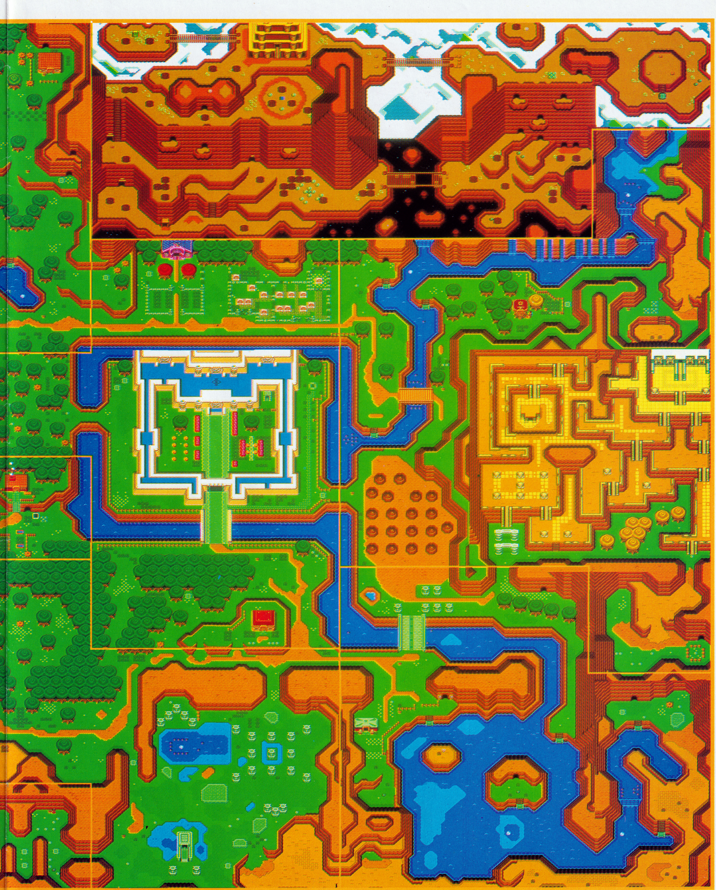
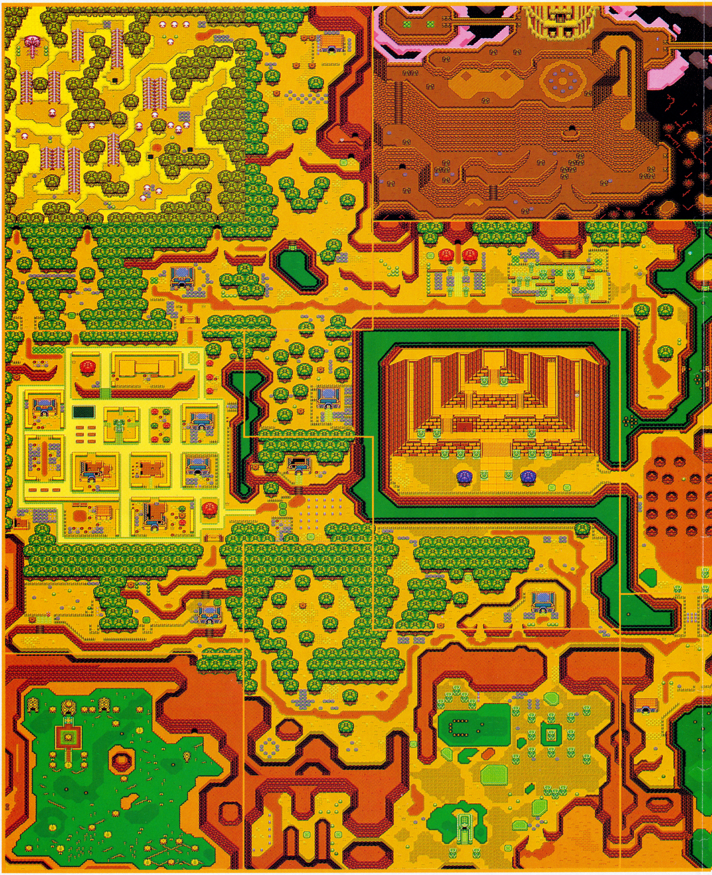
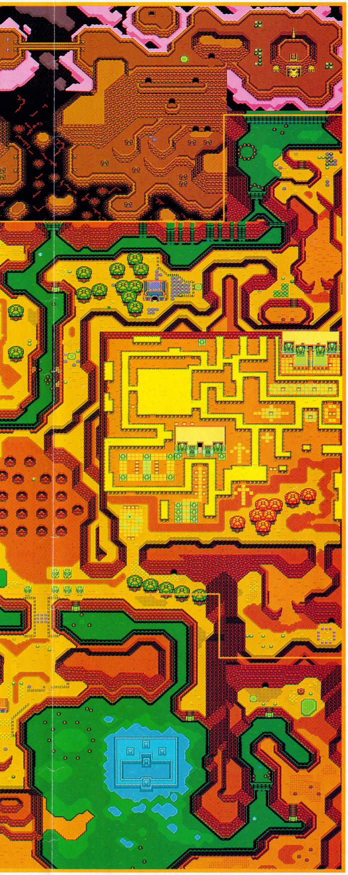
AREA 7 PAGE 54	**LAKE HYLIA**
AREA 8 PAGE 58	**DEATH MOUNTAIN**





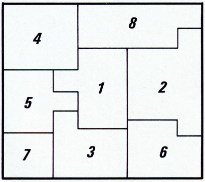






Dark World

AREA KEY



PYRAMID OF POWER	AREA 1 PAGE 68
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VILLAGE OF OUTCASTS	AREA 5 PAGE 86
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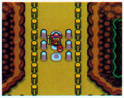
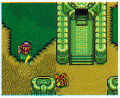
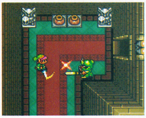
MISERY MIRE	AREA 7 PAGE 96
DEATH MOUNTAIN	AREA 8 PAGE 100





Link in Action

The great Hylian hero was famous for his many fighting techniques. Some of the techniques he learned on his own, while others resulted from the use of magical items.

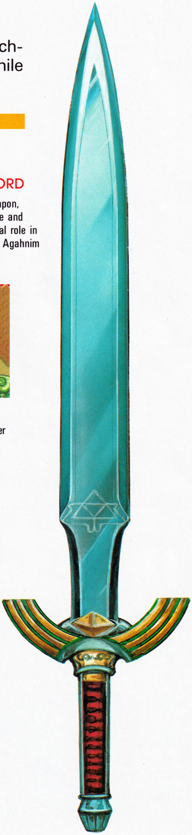


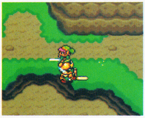
SLASH ATTACK

Link used his sword in most of his battles. He swung the blade with his left hand in a powerful arc from his right (or shield side) to his left.

MASTER SWORD

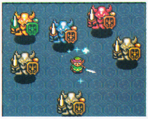
This legendary weapon, strengthened by fire and magic, played a vital role in Link's conflict with Agahnim the wizard.





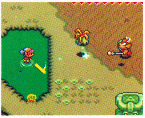
DASH ATTACK

Wearing the Pegasus Shoes, Link charged through enemies, holding his sword before him.



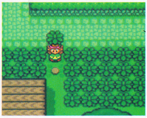
WHIRLING BLADE ATTACK

Link could focus his energy and then attack in a 360 degree radius.



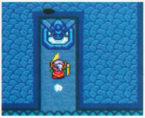
BEAM ATTACK

With full Hearts and the Master Sword, Link could fire energy from the blade's tip.



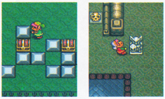
LIFT & THROW

Link lifted bushes, rocks and pots overhead, sometimes revealing treasure or enemies. He could also throw what he picked up at enemies.



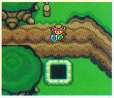
DASH BASH

Link learned to bash into trees and other things to shake items out of them.



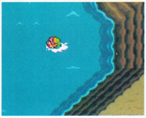
PUSH & PULL

Link looked like a boy, but he had the strength of a man. He could push or pull heavy objects like statues.



JUMP DOWN

Link jumped from ledges to lower areas when there was no obstruction.

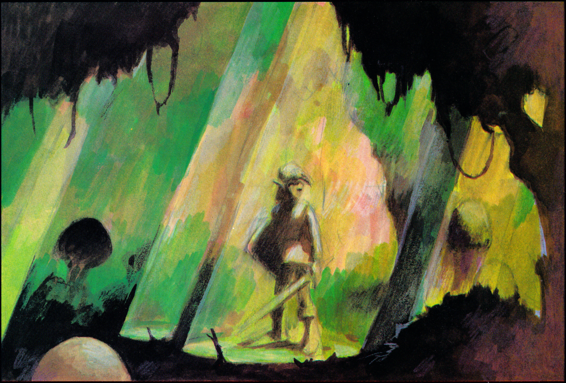


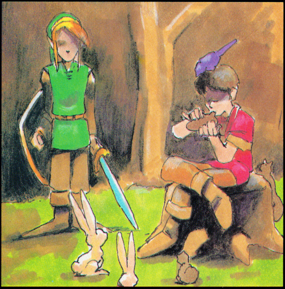
SWIM

With fins on his feet and a deep breath, Link plunged into the waters of Hyrule to reach isolated regions and islands.

Light World

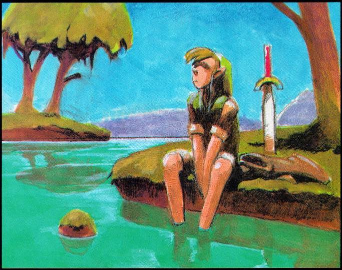
The Lost Woods of Hyrule were shrouded in mist day and night, and many of those who ventured into their darkness failed to return.





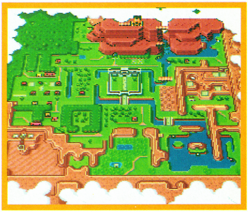
Witnesses saw animals gather around a fading flute player in a grove in central Hyrule.

The largest body of water in Hyrule, Lake Hylia covered a large part of the southeast.

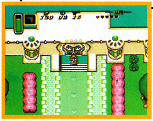


Light World

During Link's time, the vast Light World included a variety of terrain and climates, ranging from a desert in the southwest to a swamp in the south to forbidding mountains in the north. Society centered around Hyrule Castle, near the center of the land. Bridges and well-traveled paths connected the different areas, and innkeepers, shopkeepers, blacksmiths and lumberjacks plied their trades in Hyrule, much as they did in neighboring lands at the time.

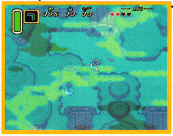


HYRULE CASTLE



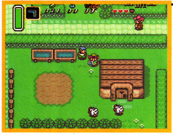
Hyrule's royal family occupied Hyrule Castle, which was built of huge stones quarried by Hylian subjects.

THE LOST WOODS



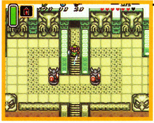
The Lost Woods were inhabited by pesky thieves who preyed upon any travelers who happened into the area.

KAKARIKO VILLAGE



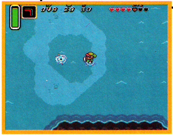
Cottages lined these quaint cobblestone streets in Kakariko Village, and a large weathercock stood in its park.

THE EASTERN PALACE



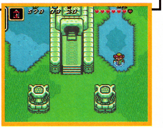
The architecture of the Eastern Palace was modest in comparison to Hyrule Castle. It was guarded night and day by Armos Knights.

LAKE HYLIA



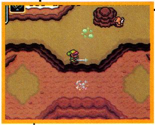
In some places, Lake Hylia was very shallow, but in others it was too deep to measure. Unpredictable currents and Zora's Spawn made it unsafe for most swimmers.

THE GREAT SWAMP



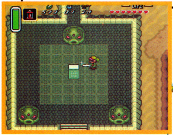
Crumbling ruins in the Great Swamp attested to the existence of an earlier civilization there.

DEATH MOUNTAIN



The highest point in Hyrule was Death Mountain in the north. Mountain climbers came from all over to test their skills there, but few reached the summit.

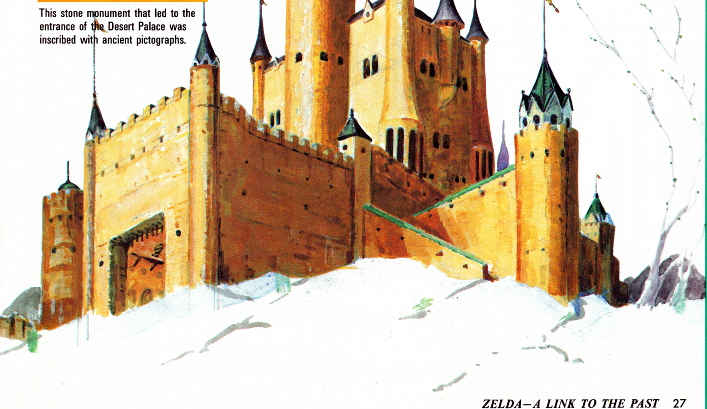
THE DESERT OF MYSTERY



This stone monument that led to the entrance of the Desert Palace was inscribed with ancient pictographs.

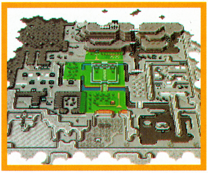
HYRULE CASTLE

There were rumors about underground passages that were said to lead to and from Hyrule Castle. When the castle was overrun by hostile forces, the royal family reportedly used them to escape.



Hyrule Castle

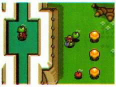
In The Heart Of Hyrule



A broad bridge spanned the river in front of Hyrule Castle and led to the main entrance. The bridge connected the royal fortress to the forest area, Link's house and regions farther south.

THE CASTLE

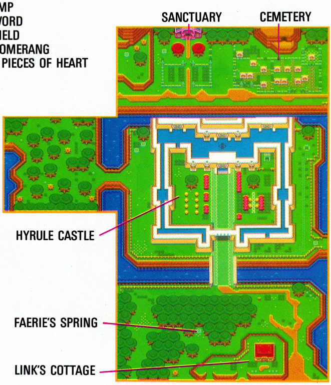
Hyrule Castle once welcomed all Hyrulians. It was the home to several generations of royalty who were worshipped by their people. Inside the castle, royal red carpets were rolled out over the castle's stone floors, and rich tapestries from far off lands adorned its walls. Many fierce battles were waged just outside the castle walls against outside attackers, but the Hyrulians prevailed—until Agahnim appeared with his sinister strategy.



Agahnim's guards patrolled along the castle walls and even on the Sanctuary grounds.

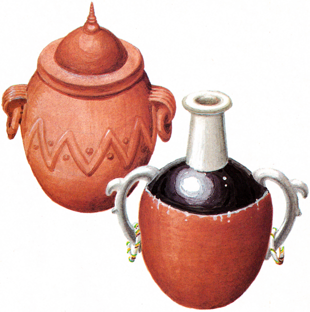
ARTIFACTS FOUND IN AND AROUND HYRULE CASTLE

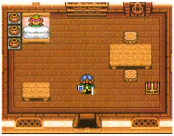
- A LAMP
- A SWORD
- A SHIELD
- A BOOMERANG
- TWO PIECES OF HEART



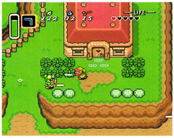
LINK'S COTTAGE

Like the other homes in Hyrule, the cottage where Link and his uncle lived was simple. It was furnished with a bed and table, both hand-crafted from logs bought from the lumberjacks in the north. The only unusual furnishing was a finely carved chest that sat in one corner of the room. The home was south of Hyrule Castle, just at the edge of a thick forest where Link and his uncle hunted for their food.

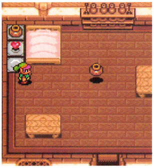




According to legend, Link's uncle left his house on a stormy, bitter-cold night. He was last seen exploring the grounds outside the castle walls.



The path east of Link's house led due north to the castle's entrance. The road in front of the house was heavily patrolled by Agahnim's men.

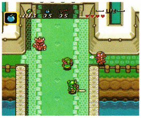


VALUABLE VASES

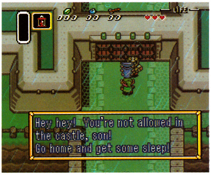
Hyrulian carefully crafted even everyday objects like their earthenware pots and decorated them with elaborate designs that families passed from generation to generation. They used the pots to carry water and to store food and valuables.

THE CASTLE GATES

The castle itself dated back to early Hylian times, but its surrounding wall and gate were constructed in later years. The high arched entry and hand carved doors, designed by the royal architect, were much admired, and people came from all over the kingdom to pass through them when they were completed.



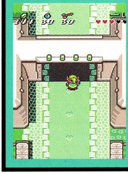
At night, the ornately carved doors were closed tight, but during the day they were swung open.

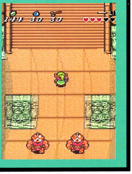


Hey hey! You're not allowed in the castle, son!
Go home and get some sleep!

A DISAPPEARING ACT

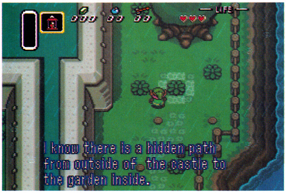
When the castle compound doors swung open in the morning, people could come and go by way of the stone path that led to the main doors, as long as they posed no threat. After Agahnim was driven from power, people who tried to pass under the main arch simply disappeared, and soon no one tried to enter the grounds at all.



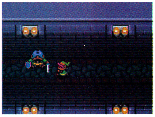


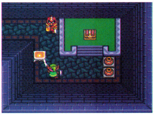
RUMORS OF A HIDDEN PASSAGE

The castle's front gate was always heavily guarded against intruders, but people said that there were other ways to enter. Link's uncle apparently found a secret path that led from outside the walls to the inner garden. From there, Link must have sneaked by the sentries and walked right through the front doors.



I know there is a hidden path from outside of the castle to the garden inside.

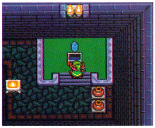




Hyrulians often hid treasures and secret doorways by planting bushes to conceal them. Investigators were often surprised by the things they found.

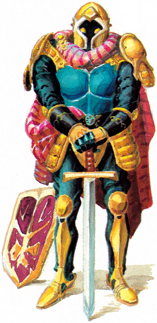
TREASURE CHESTS FOUND

Many Hyrulian people saved family heirlooms and other treasures in chests handcrafted by skilled artisans. Historians found them in Hyrulian homes and mountain caves. Inside they discovered jewels, armor and arrows.



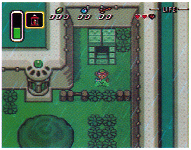
EXPLORING THE CASTLE GARDEN

Plants from the far reaches of the kingdom were transplanted in the garden courtyard that fronted Hyrule Castle. Fine marble tiles from the mountains lined the walk, and colorful Rosehedge and Orangecap bushes dotted the carpet of grass. Guards observed the garden from catwalks on the castle walls.

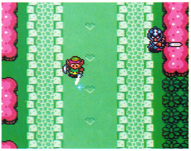


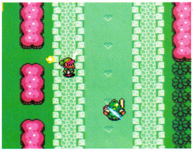
SOLDIERS OF THE DAY

Hyrulian soldiers were heavily armed. Their shields bore warriors' crests, like this one, and their swords were specially forged to withstand fierce blows.



Day or night, and badly outnumbered, Link had to battle his way past the palace guards that patrolled the castle grounds.



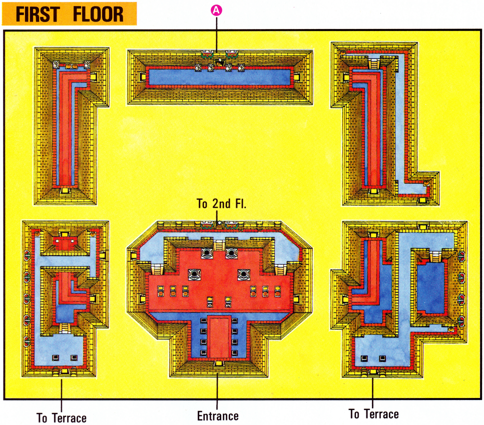


INSIDE THE CASTLE WALLS

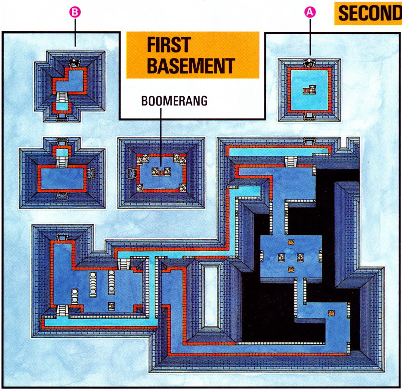
Inside Hyrule Castle, fires burned brightly in many Torches. A central staircase led up to the throne room, and labyrinth-like hallways led to other areas of the castle. All rooms—except the dungeon below—were elegantly furnished.

The hallways leading to the dungeon were cold, stark and closely guarded.

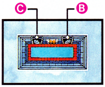
FIRST FLOOR


A
To 2nd Fl.
To Terrace
Entrance
To Terrace

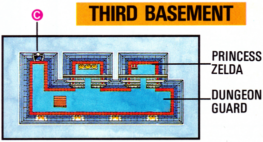
FIRST BASEMENT


B
A
BOOMERANG

SECOND BASEMENT

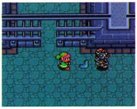


THIRD BASEMENT


C
PRINCESS ZELDA
DUNGEON GUARD

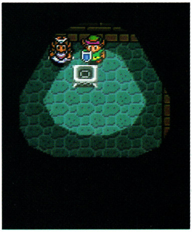
BALL AND CHAIN

A Ball and Chain Trooper guarded the castle dungeon. Link reportedly stunned him with a Boomerang.



A SECRET ESCAPE ROUTE

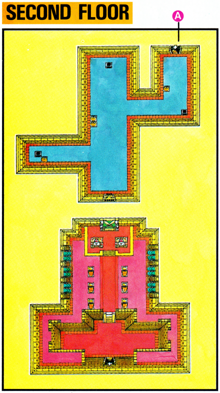
The castle basement was a maze of dark tunnels that eventually led to a secret exit. Snakes slithered in the darkness, and huge rats scurried about, making the halls a treacherous trip. Only people who were very desperate dared to use this route.

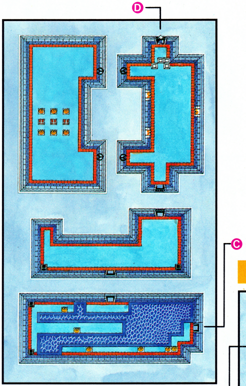


SOURCE OF LIGHT

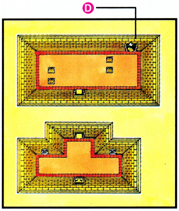
There were several Torches in the dark halls and rooms below. Adventurers who had a Lantern could light fires to brighten the rooms and light the way ahead. Of course, they had to have Magic Power in order to use the Lanterns.

SECOND FLOOR

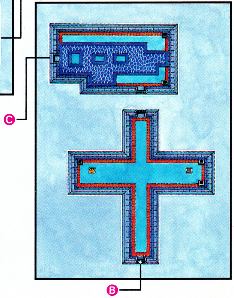




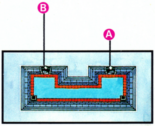
TO THE SANCTUARY



FIRST BASEMENT



FIRST FLOOR

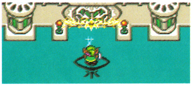


ANCIENT SWITCHES

The last room before the Sanctuary was puzzling. There were two switches on the wall. One opened the door to allow access to the Sanctuary, the other brought disaster. Anyone wanting to continue through the door had to decide which was the safe switch.

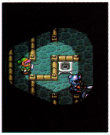
THE CASTLE TOWER

Sahasrahla dared Link to retrieve three Pendants. Each was guarded by a fierce creature, so the challenge was not to be taken lightly. Sahasrahla rewarded him when he returned with the first Pendants by telling him about the Master Sword, which only proven adventurers could wield. Once armed with the Master Sword, Link could challenge Agahnim in the Castle Tower.



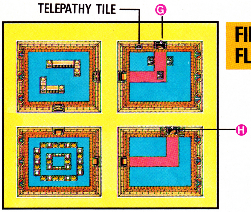
The entrance to the castle tower was sealed with a force field that only the Master Sword could break.

A SHROUDED MAZE

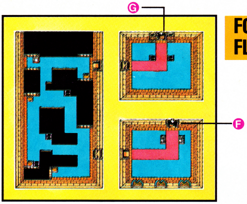


According to the legend, Princess Zelda was taken by Agahnim to the top of the Hyrule Castle Tower. In the darkened halls there, enemies attacked without warning. Many a would-be rescuer fell victim to their ambushes, but those who used their Lantern could light the room to face their foes. Agahnim was said to practice his evil magic at the top of the tower.

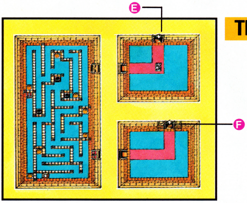
FIFTH FLOOR



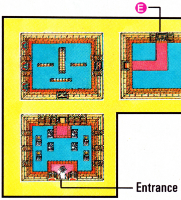
FOURTH FLOOR



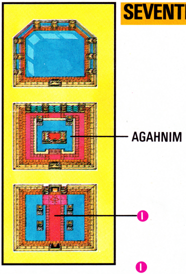
THIRD FLOOR



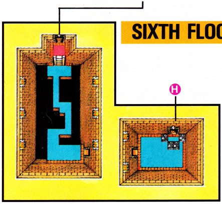
SECOND FLOOR



SEVENTH FLOOR

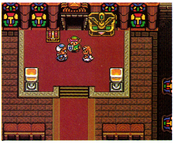


SIXTH FLOOR

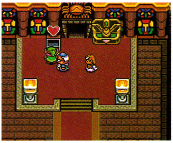


THE SANCTUARY

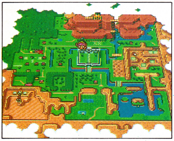
It was supposed to be a place of peace, but history shows that the Hyrulian Sanctuary was once the site of a brutal battle. One of the oldest structures in the land, it was where Zelda went for help when she first escaped from Agahnim, and the Sage there offered her shelter. He was a kind man who was said to have guided Link on the first steps of his legendary journey.



The Sage hoped that someone who was wise and courageous would be able to challenge Agahnim and learn the fate of the other missing girls.



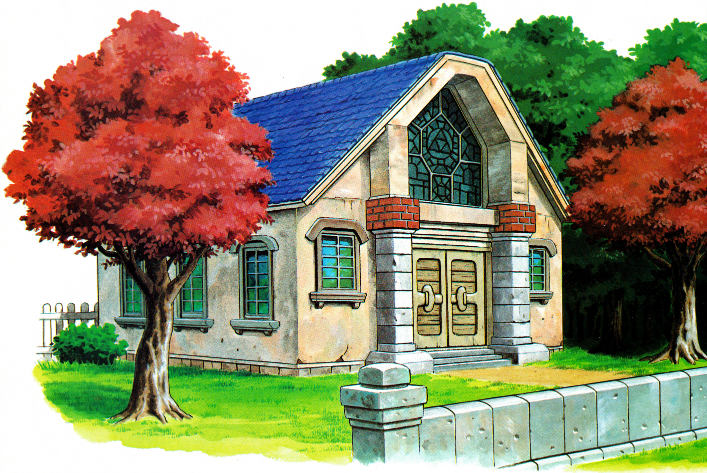
The Sage kept a Heart Container in the ornate chest near the altar in the Sanctuary. He offered it to Link and urged him to challenge Agahnim.



The Sage told Link to begin his search for a wise old man who knew the legend of the Master Sword in the nearby village of Kakariko.

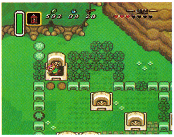
HYRULIAN LORE

Hyrulians preserved stories of their history, passing them down by word of mouth, so that future generations would know what had come before. Some were also recorded on sacred scrolls and stored in safe places.

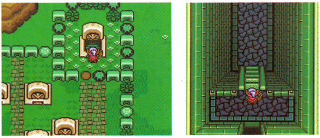


SACRED GROUND

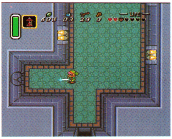
The great Hyrulian Cemetery lay just east of the Sanctuary. Buried there, were some of the most famous people in Hyrulian history. It was an eerie and mysterious place, and ghosts seemed always to hover nearby. It was said that some of the tombstones there hid not bodies, but buried treasure.



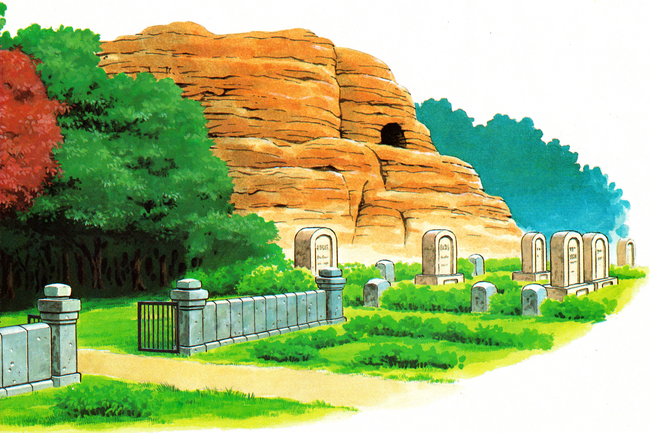
It was learned that the plot in the upper left wasn't a grave at all—beneath the stone was a mysterious pit.



In the upper right corner of the Cemetery was a large plot surrounded by huge stones that separated it from the rest of the markers. Odd stories circulated during Link's time about the Magic Cape buried there.



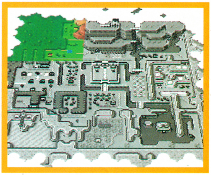
Pushing on the tombstones and breaking down walls sometimes had unexpected results. Only the very brave—or very foolhardy—tried it.



The Lost Woods

A Legendary Sleeping Sword

Northwestern Hyrule was heavily wooded. It was dark and dreary, so few people ventured in, but those who did often fell victim to thieves. An old legend retold by the village elders claimed that the Master Sword lay waiting in the woods for one who was worthy of it.



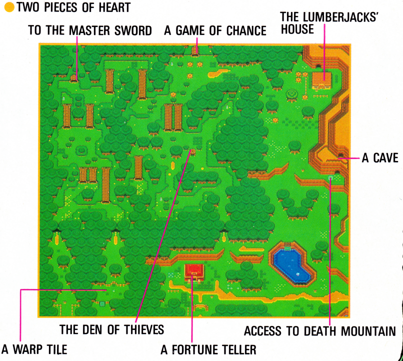
ROBBING HOODS IN THE WOODS

For as long as most Hyrulians could recall, a dark mist had cloaked the Lost Woods. Thieves found it a fitting place to hide out, but aside from them, the woods were home to animals only. People seeking Mushrooms for medicinal potions sometimes dared to enter, but they didn't stay long. Some reported finding swords in the woods.

When the Master Sword was retrieved, the dark mist suddenly cleared and warm sunshine bathed the woods for the first time in many years.

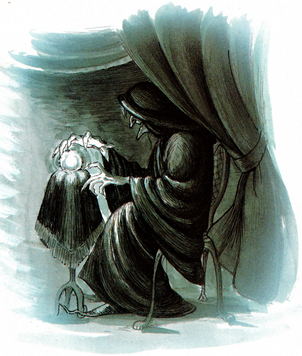
ARTIFACTS FOUND IN THE LOST WOODS

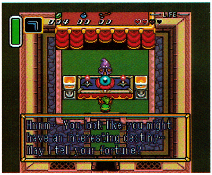
- THE MASTER SWORD
- MUSHROOMS
- TWO PIECES OF HEART


TO THE MASTER SWORD
A GAME OF CHANCE
THE LUMBERJACKS' HOUSE
A CAVE
THE DEN OF THIEVES
ACCESS TO DEATH MOUNTAIN
A WARP TILE
A FORTUNE TELLER

FORTUNES TOLD

A Fortune Teller lived in a quaint cottage near one entrance to the Lost Woods. For a price, he would stare deep into a crystal ball to predict the futures of travelers who stopped in. Some people took his predictions seriously and visited him regularly, but others felt that they had wasted their time and money and vowed never to return.



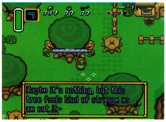


Hmmm… You look like you might
have an interesting destiny…
May I tell your fortune?

Some travelers waited impatiently for the Fortune Teller to look into the future and listened intently as he told their fortunes.

THE LUMBERJACKS' HOUSE

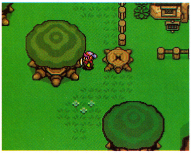
Two lone Lumberjacks once lived in the north. They logged close to their home until the mist rose from the forest, then the two apparently went to fall trees in other forested regions.



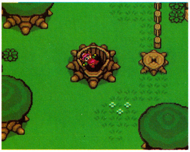
Maybe it's nothing, but this
tree feels kind of strange as
we cut it…

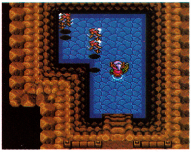
AN ADVENTURER'S FATE

The Fortune Tellers of Hyrule inherited the ability to foretell the future from their ancestors. Some said that the tellers themselves were specially gifted; others thought that the real magic was in the crystal balls. It was true that the rare and beautiful crystal balls were handed down from generation to generation, but others who tried to see images in them saw nothing but their own reflections.



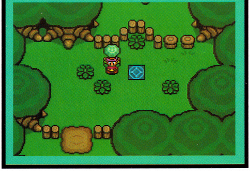
One day as they were beginning to saw down a tree near their home, the Lumberjacks remarked that something seemed odd about it. They left it standing, and later Link found that the tree had been hollowed out.





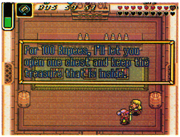
A MYSTERIOUS, WARP TILE UNCOVERED

Searchers uncovered a glimmering tile north of Kakariko. Its origin was a mystery, and parents warned their children not to play near the tile after one child stepped onto it and instantly disappeared, never to be seen again.

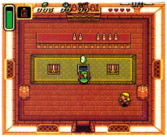


AN ANCIENT GAME OF CHANCE

The forest thieves operated a game of chance that was nothing short of highway robbery. For 100 Rupees, travelers could open a trunk and take the contents, but usually they were taken for a ride because the trunks often held a single Rupee. Smart gamblers passed on this game. There were more profitable bets to be made elsewhere.

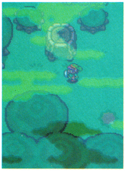


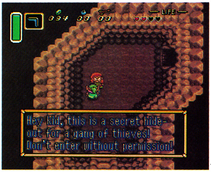
For 100 Rupees, I'll let you open one chest and keep the treasure that is inside!



DEN OF THIEVES

Hyrulian thieves based their headquarters deep within the Lost Woods. They used trees and bushes to camouflage its entrance, and they preyed on any luckless souls who happened to wander into the woods, taking their Rupees, their Arrows, even their Bombs. When the thieves were on a rampage, the forest was a dangerous place.



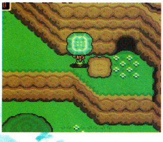


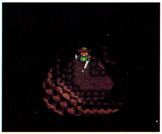
Hey kid, this is a secret hide-out for a gang of thieves! Don't enter without permission!

One entrance to the thieves' den was in an old tree stump, but another more useful entrance was well hidden by the underbrush.

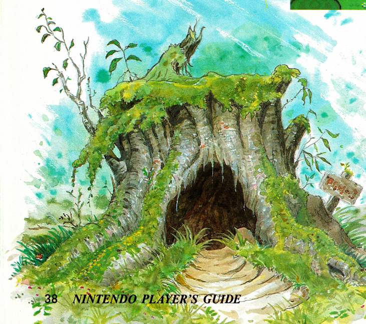
THE PATH TO DEATH MOUNTAIN

Death Mountain towered over north Hyrule, a challenging climb for even the most experienced mountaineers. To reach the summit, climbers traversed a series of tunnels that formed a dark, bat-infested maze. Few attempted the trek.



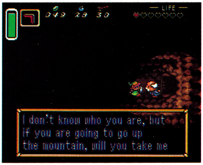


A huge stone blocked the entrance to Death Mountain's tunnels. Only a very powerful person could have moved it.



HISTORICAL HIDEOUT

The Lost Woods thieves were craftsmen of sorts. They carved an entrance in a huge, old redwood stump, then tunneled into the earth to create a cave. When they were run out of the woods years later, authorities preserved the hideout just as it was.

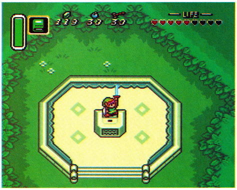


I don't know who you are, but if you are going to go up the mountain, will you take me

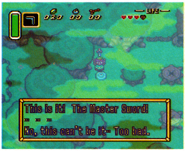
Many travelers told stories about an old man who lived comfortably in a snug cave on Death Mountain. He always offered them refreshments and sometimes gave his possessions to people in need.

A MYTHICAL MASTER SWORD

According to Hylian legend, when the people began to suspect that the Triforce's power had fallen into the wrong hands, they forged a massive sword that was resistant to evil magic. It was a mighty weapon that only someone brave, honest and strong could wield. They imbedded the blade in a stone monument deep within the Lost Woods, then awaited the day that a worthy warrior would come to claim it.

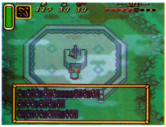


An ancient Hylian message was inscribed on the stone monument that held the Master Sword. Only one well-versed in Mudoran would be able to translate the script.



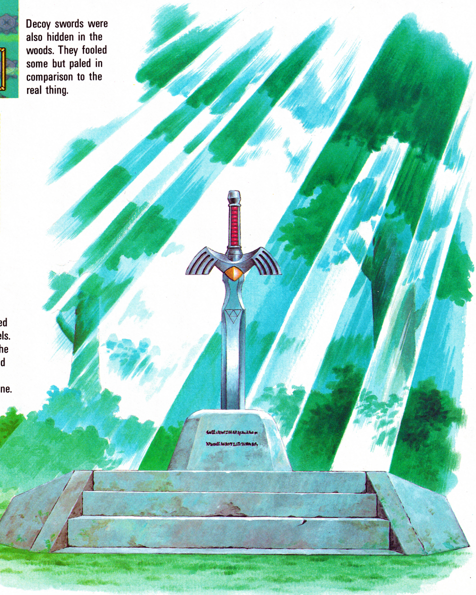
This is it! The Master Sword!
… … …
No, this can't be it… Too bad.

Decoy swords were also hidden in the woods. They fooled some but paled in comparison to the real thing.



THE LEGEND LIVES

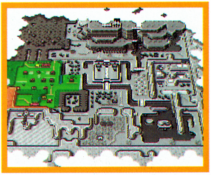
The Hylians used fine steel to forge the massive blade of the Master Sword, and they adorned its hilt with gold and rare jewels. According to the legend, only the true hero, the chosen one, could earn the three Pendants and remove the sword from the stone.



Kakariko Village

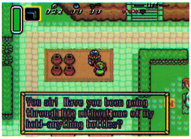
When Soldiers Sought A Famous Fugitive

When Link began his historic quest, Kakariko was the largest village in the land. Agahnim's soldiers staked out the streets night and day, hoping to catch Link. The villagers were warned to be on guard against him, but most were more fearful of the wrath of Agahnim than of the lad himself.

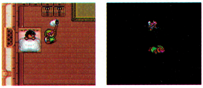


KAKARIKO VILLAGE

Kakariko was a bustling village. While on the lam, Link stopped by the various houses and shops several times to talk to people and pick up useful items. Most of the villagers were kind to him. He was able to find Bottles for carrying potions there, and one young boy even gave Link his prized Bug-Catching Net.



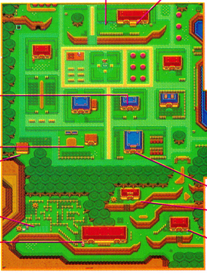
You sir! Have you been going through life without one of my hold-anything bottles?



A sick boy gave Link a net that was good for more than just catching bugs. He sometimes saved Faeries he caught in Bottles to use later.

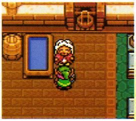
ARTIFACTS FOUND IN AND AROUND THE VILLAGE

- A BUG-CATCHING NET
- THE BOOK OF MUDORA
- TWO BOTTLES
- THREE PIECES OF HEART


THIEVES' HIDEOUT
SAHASRAHLA'S COTTAGE
THE BLACKSMITH'S SHOP
THE BUG-CATCHING KID'S HOUSE
SHOP
MYSTERIOUS HUT
THE 15-SECOND GAME
HOUSE OF QUARRELING BROTHERS
THE INN
THE HOUSE OF BOOKS
A GAME OF CHANCE

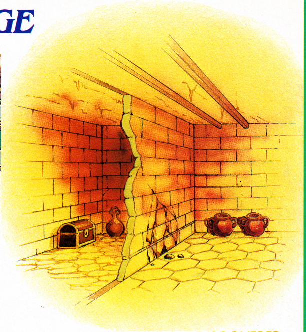
SAHASRAHLA'S COTTAGE

Sahasrahla, the village elder, was a descendant of the Hylian people who forged the Master Sword. When Agahnim began collecting victims, he disappeared from the village, and an old woman in his cottage worried about his fate.



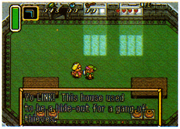
THE THIEVES' HIDEOUT

Blind the Thief led his ruthless robbers on a crime spree, hitting houses clear across the country. At one time, he had a hideout in Kakariko Village, and there were rumors that when he fled to parts unknown, he left much of his treasure behind. According to legend, Blind hated bright light and left to seek refuge in the darkness.

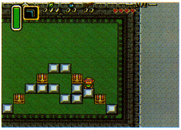


SECRET ROOM DISCOVERED

The upper floor of Blind the Thief's hideout was simply furnished and brightly lit. Villagers claimed that Blind and his men worked by night, hauling in treasure and hiding it in the basement. Only a small part of his booty was found when he left, so some thought that he must have had another secret hiding place somewhere in the house.

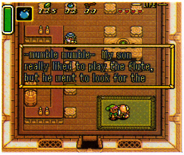


Yo LINK! This house used to be a hide-out for a gang of thieves.



THE INN

Kakariko's Inn was known for its fine food and cozy atmosphere. It was open all hours, and there were usually a couple of regular customers hanging around in the lobby, ready to bend the ears of visitors from other parts of the land. It was a good place to meet people and hear the latest town gossip.

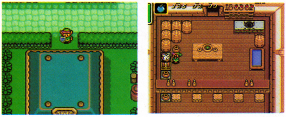


··mumble mumble·· My son really liked to play the flute, but he went to look for the

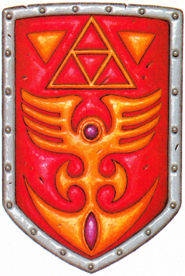
One old man who often visited the Inn mourned his missing son. His absent-minded rambling seldom made sense.

GLASS BOTTLES

Glassblowing dated back to Kakariko's early days, when artisans made Bottles to hold their healing potions.



The Inn's back door led to a separate room that few visitors entered. It was used primarily as a pantry where supplies were stored.

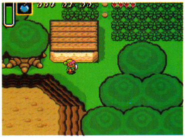


THE RED SHIELD

Adventurers in Link's time could either find or buy a great piece of protection: the Red Shield. It was stronger than the Blue Shield but expensive and available at only one shop.

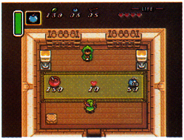
MYSTERIOUS HUT

One odd building on the edge of the village had no door and no windows. No one knew for certain who built it or what—if anything—was stored inside. The mystery cottage was the source of many stories and great speculation.



THE VILLAGE SHOP

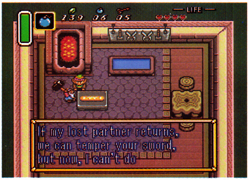
Villagers stocked up on Hearts, Bombs and Red Potion at the small shop in the southwest corner of town. It was always open, and its prices were fair. It was the only store in the area, so it also did a good business with travelers who happened by.



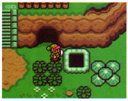
THE BLACKSMITH

The Blacksmith, who had a shop just east of Kakariko Village, was a very busy man. When his partner mysteriously disappeared for a time, he was left the only Blacksmith in Hyrule, and all of the sword tempering fell to him alone.

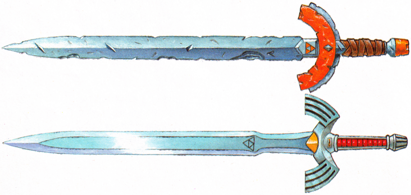
When his partner disappeared, the Blacksmith was so busy that he turned business away. Luckily, his partner finally came back.



If my lost partner returns,
we can temper your sword,
but now, I can't do



The well near the Blacksmith's house was the source of stories, not water. He fenced it off so curious children wouldn't fall in.

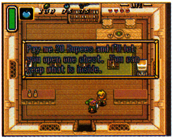


THE SMITHY'S ART

To make them harder, the Blacksmith slowly heated steel swords over his forge until they were red hot, around 1600°F, then cooled them quickly by plunging them into cold water. The process, called tempering, made the metal much stronger.

A GAME OF CHANCE

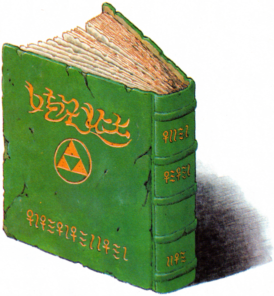
Gamblers tried their luck in a small hut south of Kakariko Village. For 20 Rupees, they could open one of three chests and take its contents. Luck ran strong in this gambling house.



Pay me 20 Rupees and I'll let you open one chest. You can keep what is inside.

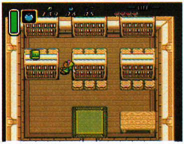
THE HOUSE OF BOOKS

Also south of Kakariko was a storehouse of knowledge, the House of Books. It housed titles dating back to the beginning of Hylian civilization, and anyone wanting information about almost any subject came here to learn.



THE BOOK OF MUDORA

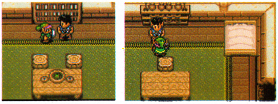
As generation followed generation, the Hylian language changed along with society, and the stone tablets inscribed by earlier generations of Hylians in their ancient tongue became unreadable for modern Hyrulians. Some Hylian descendants consulted the Book of Mudora in the House of Books to translate the messages they found.



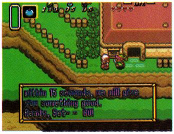
Hyrulians were always welcome at the House of Books, but there was one book that they couldn't reach.

THE QUARRELING BROTHERS AND THE 15-SECOND GAME

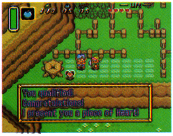
Southwest of Kakariko was the home of two brothers who argued so much that they finally sealed the door between their rooms. As is often the case with family feuds, no one really knew what started their argument. Outside their house, happier Hyrulians played the 15-Second Game.



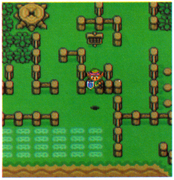
No one in all of Hyrulian history argued as much as the Quarreling Brothers did, and no one knew why.



within 15 seconds, we will give you something good.
Ready, Set-- -- GO!



You qualified!
Congratulations!
I present you a piece of Heart!

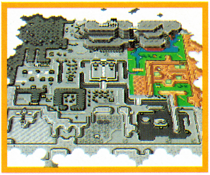


The Hyrulian people liked to play games. One of their favorites was the 15-Second Game, which challenged them to race through a maze in 15 seconds.

The Eastern Palace

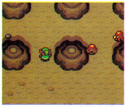
Armos Knights Ruled The East

Armos Knights guarded the stairways leading to the Eastern Palace entrance. Hand-quarried slate slabs were used to form plazas and walkways, and walls were erected to create a labyrinth within the huge palace compound. Sahasrahla the Elder reportedly hid out from Agahnim in the area.

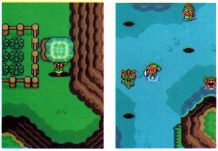


INSIDE THE PALACE COMPOUND

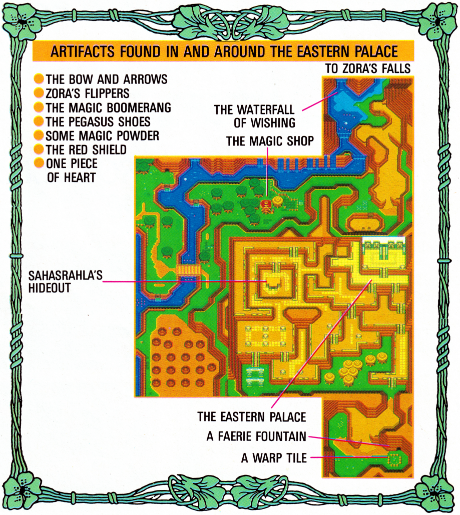
Although not as heavily populated as the west, the area around the Eastern Palace compound was home to an interesting variety of people and creatures. Octoroks were plentiful on land, and the waters were filled with Zora's Spawn. North of the compound lived a strange woman who claimed to stir up magic brews.



Octoroks once lived both inside the palace compound and outside. They darted back and forth spitting stones.



Just past the Magic Shop in the north a huge stone blocked the path. Only those with strength enough to move it were able to continue to the waterways beyond.

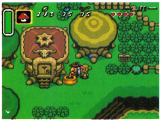


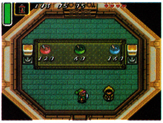
ARTIFACTS FOUND IN AND AROUND THE EASTERN PALACE

- THE BOW AND ARROWS
- ZORA'S FLIPPERS
- THE MAGIC BOOMERANG
- THE PEGASUS SHOES
- SOME MAGIC POWDER
- THE RED SHIELD
- ONE PIECE OF HEART

THE MAGIC HOUSE

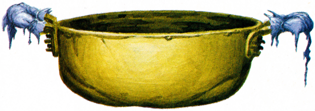
Many travelers reported meeting an old woman stirring a strange-smelling concoction in a huge caldron outside the Magic Shop. Although she was spooky looking, they said that she was friendly. Her assistant inside the shop sold the Medicine of Life, the Medicine of Magic, and a rare blue potion that restored both Life and Magic. The old woman sometimes needed mushrooms for her brew and offered rewards to people who brought them to her.





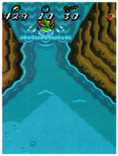
A WITCH'S CALDRON

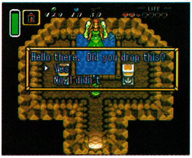
The Witch by the Magic Shop brewed her potions in an ancient caldron. It was cast from special metals to withstand the caustic ingredients she used in her concoctions. She hinted that much of the magic was in the pot itself.



THE WATERFALL OF WISHING

Above the Magic Shop and around the first bend of the river was a waterfall that some people claimed was mystical. They said that it was possible to actually walk through the wall of water to a room beyond, where a beautiful Faerie queen sometimes granted their wishes.



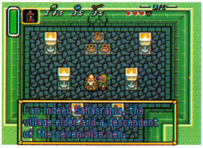


Hello there. Did you drop this?
▸ Yes
No, I didn't

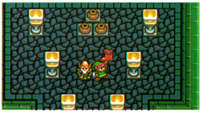
The beautiful Faerie who lived behind the waterfall was said to value and reward honesty by granting travelers' wishes.

SAHASRAHLA'S HIDEOUT

Sahasrahla the Elder knew that his days were numbered when Agahnim's forces gained control, so he waited for darkness to fall and stole away in the night. Because he had developed his telepathic abilities to an amazing level, he was able to communicate with other Hylians from his hideout.



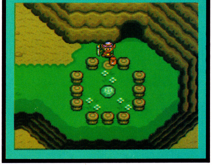
I am indeed Sahasrahla, the village elder and a descendent of the seven wise men.



Sahasrahla wondered if Link was the one worthy of wielding the Master Sword.

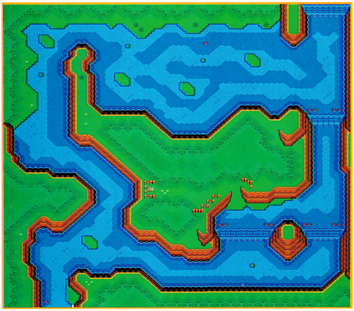
A SECOND TILE DISCOVERED IN THE EAST

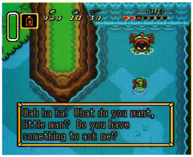
In the east, a second mysterious tile was uncovered, one like the tile found by Kakariko Village. The villagers pounded a ring of pegs around it to keep people from wandering onto it and disappearing.



MYSTERIOUS HAUNTED FALLS FOUND

In northeastern Hyrule a network of rivers tumbled over several falls before flowing on to irrigate other areas. Hylians reported that a beast who ruled the waterways lived at the foot of one waterfall. Some of them actually saw it, but others fled in terror after feeling the earth rumble when they neared. They called the beast Zora and the site became known as Zora's Falls.



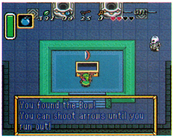


Wah ha ha! What do you want, little man? Do you have something to ask me?

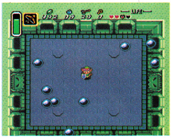
Zora ruled the waterways, deciding who would use them and who would not. Wearing the Flippers he sold, a traveler could use a system of connecting whirlpools.

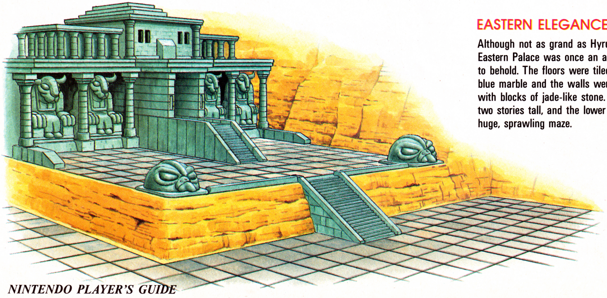
THE EASTERN PALACE

Twin gargoyle's heads, carved in stone, adorned the courtyard at the Eastern Palace entrance. Cool and stark inside, the palace at first appeared to be deserted, but then skeletons materialized and sleeping giants awoke to charge intruders. The Bow was discovered in a chest there. Link used the Bow and Arrows to defeat the giant Armos Knights and get the Pendant they held.



You found the Bow! You can shoot arrows until you run out!



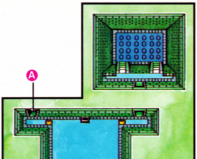


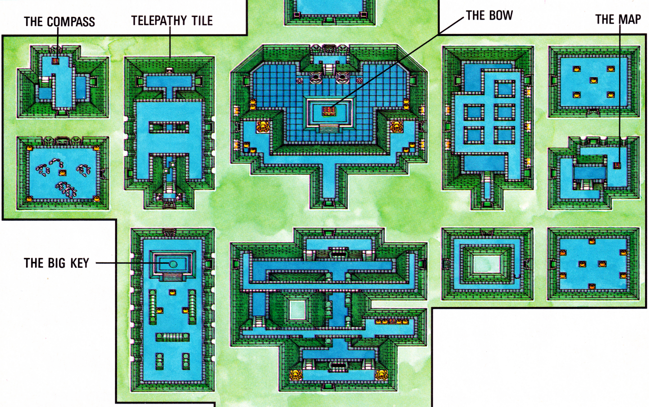
EASTERN ELEGANCE

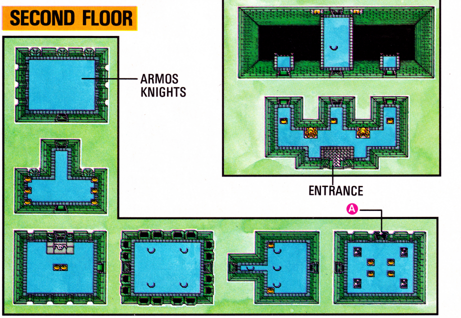
Although not as grand as Hyrule Palace, the Eastern Palace was once an awesome sight to behold. The floors were tiled with cool blue marble and the walls were constructed with blocks of jade-like stone. It was only two stories tall, and the lower level was a huge, sprawling maze.

MYSTERIOUS MESSAGES

Sahasrahla again communicated with Link in the Eastern Palace. Because he had special Hylian powers, Link had only to touch a Telepathy Tile to hear the elder's message.

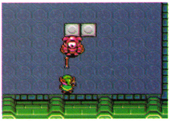





FIRST FLOOR
A
THE COMPASS
TELEPATHY TILE
THE BOW
THE MAP
THE BIG KEY
ENTRANCE
SECOND FLOOR
ARMOS KNIGHTS
A

AN ARCHER'S SKILL

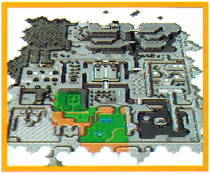
Link later became known as the most skilled archer in all of Hyrule, and historians believe that he found and first used the Bow and Arrow in the Eastern Palace. They were the most effective weapons to use against the fierce Armos Knights and several other enemies.



The Great Swamp

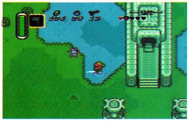
Mystery And Misery

Stone faces rose from the tall, reed-like grass in Hyrule's south central Swamp. No one knew who carved the statues, but they resembled etchings left by the early Hylians. The tall grass hid other things, too, making it dangerous to walk through the area.

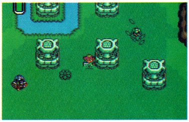


SNAKES IN THE GRASS

Few people dared to wade through the dank grasses in the Swamp region. They were known to hide armed soldiers and land mines. No one built homes in the area, and the Swamp Palace, which was once grand, frequently flooded and was left more or less in deserted ruin. Despite its inhospitable environs, Link explored it thoroughly.



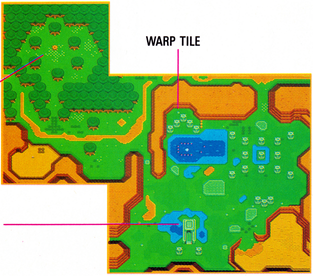
Only the entrance to what was once the Swamp Palace remained above ground.



Tall swamp grass covered the soldiers who lay in wait for intruders.

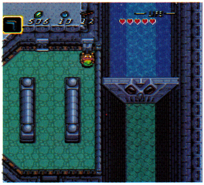
ARTIFACTS FOUND IN THE GREAT SWAMP

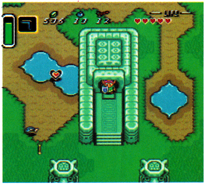
- FLUTE
- TWO PIECES OF HEART



TRACES OF EARLIER CIVILIZATION

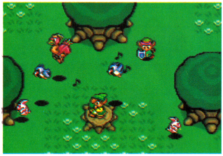
The Swamp Ruins revealed little about the people who must have lived in the area at one time, but there were two switches on the wall of the room inside. One switch controlled the water flow and the other released a rain of Bombs. Historians surmised that the civilization must have cultivated crops and practiced an early form of irrigation.





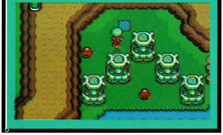
GROVE REPORTEDLY HAUNTED

The Haunted Grove north of the Swamp spawned many strange stories. Folklore claimed that animals gathered around a ghostly form who played haunting music on a flute. The form faded, the music drifted off, and the animals scattered when humans entered the grove. Later, just as mysteriously, the ghost suddenly quit appearing.



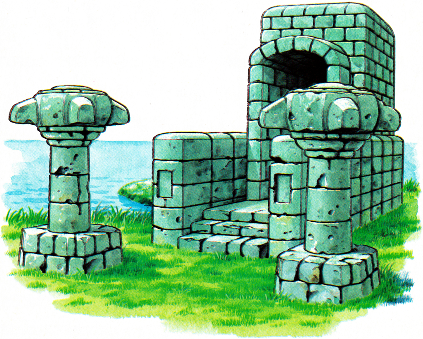
ANOTHER TILE COVERED

Another strange tile was discovered behind the columns in the north. Having heard of disappearances in other areas, the people covered it with a large stone to keep someone from accidentally stepping on it.



TELLTALE RUINS

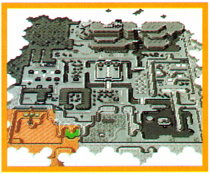
Ruins often tell a great deal about the people who made them. Based on a study of Machu Picchu in South America, scientists could tell that the Incas practiced early conservation, using elaborate irrigation systems and cultivating hillside terraces.



The Desert of Mystery

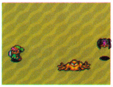
Mudoran Monuments

A narrow entrance led from the Great Swamp west to the Desert of Mystery. Historians believe that the Desert was home of the earliest Hylian people, who spoke a language long forgotten. Because he had the Book of Mudora, Link was able to read the script on the Hylian Monoliths that he found there.



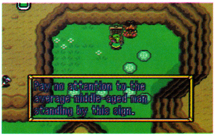
MYSTERIES OF THE DESERT

The desert was a barren region with inhabitants that were made harsh by the extreme heat. Geldmen slithered out of the hot sand, and vultures feasted on the remains of unfortunate travelers. One never knew what dangers the shifting sands hid, so it was wise to be on the alert at all times. Only the foolish entered the desert without proper provisions.



Geldman struck suddenly, rising from the sand and chasing after intruders.

Vultures sat atop prickly cacti, waiting for their next meals to straggle in.

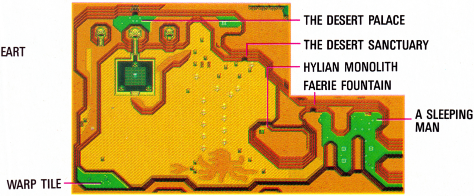


Pay no attention to the average middle-aged man standing by this sign.

A sign near the entrance to the desert warned people not to talk to the man next to it. People said that he had a shady past.

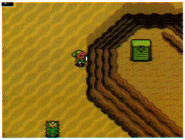
ARTIFACTS FOUND IN THE DESERT OF MYSTERY

- THE POWER GLOVE
- BOMBOS
- A BOTTLE
- THREE PIECES OF HEART

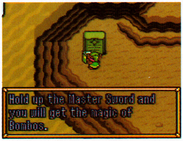


THE HYLIAN MONOLITH

On a high bluff east of the desert stood a stone monolith. It was the source of much speculation because the people of the Light World could find no way to scale the bluff to inspect it more closely. Later, those who traveled between the Light and Dark Worlds used the Book of Mudora to translate the ancient inscription and discover its message.

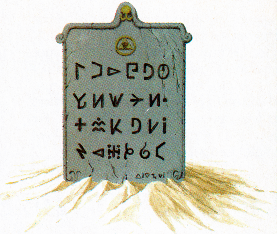


Try as they might, the people of the Light World could not climb the cliff to reach the Hylian Monolith on the bluff.



Hold up the Master Sword and you will get the magic of Bombos.

One who traveled between the two worlds found a way to reach the top of the bluff and unlock the Hylian mystery.

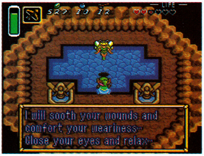


A MESSAGE IN THE ANCIENT TONGUE

Early Hylians recorded history not in words but in pictographs, carved in stone, that depicted important events in their lives.

FANTASTIC FOUNTAIN

The Hylians discovered an oasis of sorts at the entrance to the desert. Inside a cave there was a cool, soothing spring where a Faerie restored travelers' strength. After hot, arduous journeys, they were thankful to find the refreshing fountain and returned to it often.

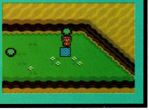


I will sooth your wounds and comfort your weariness… Close your eyes and relax…

The magical Faerie in the desert cave was a welcome sight to weary travelers. They always left the cave refreshed.

DOOR TO THE DARK WORLD

Observers said that Link stepped on a strange tile and vanished. His disappearance remained a mystery until he returned and told them that he had been transported to what was once the Golden Land.

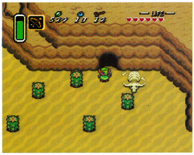


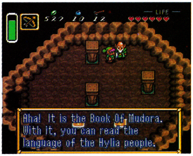
A FAERIE TALE RECALLED

Faeries once lived in special places throughout Hyrule. According to one story, when Ganon stole the beauty from one of the Faeries, the others united and agreed to aid anyone who tried to counter his evil powers. They knew that even the strongest and bravest of heroes would face incredible odds because Ganon had the power of the Triforce on his side.

A CURIOUS CAVE DWELLER

A solitary old man lived in a cave in the northeastern section of the desert, waiting for the day when Ganon's challenger would come to collect what was rightfully his. The old man guarded his treasure and vowed to give it up only to one brave and wise enough to seek him out. He sealed the treasure behind a stone wall for safekeeping.

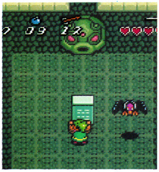




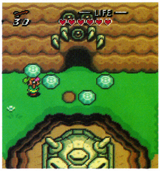
Aha! It is the Book Of Mudora.
With it, you can read the
language of the Hylia people.

A PALACE IN THE SANDS

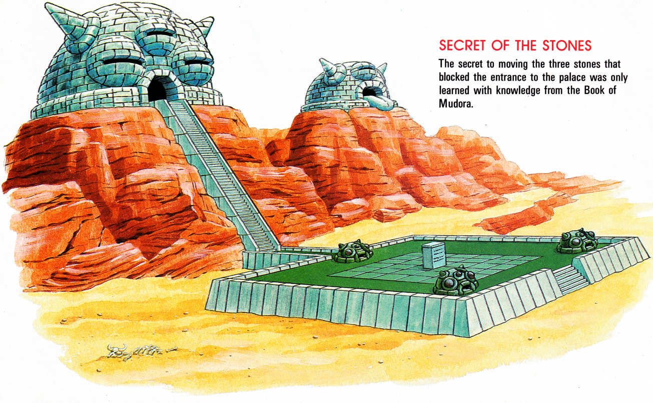
Early Hylians erected a palace in the desert that was unlike any other in the land. It had several exits but only one main entrance, which they blocked with huge turtle-like boulders. The upper floors were caves carved out of the mountain, perfect for avoiding the intense midday heat. The cattle skeletons that lined the path to the main doors attested to the harshness of the desert, but other, more hardy beasts still roamed the sands, menacing travelers who dared to wander into their territory.



A mysterious Hylian message carved in the stone near the palace entrance was the key to opening its main doors.



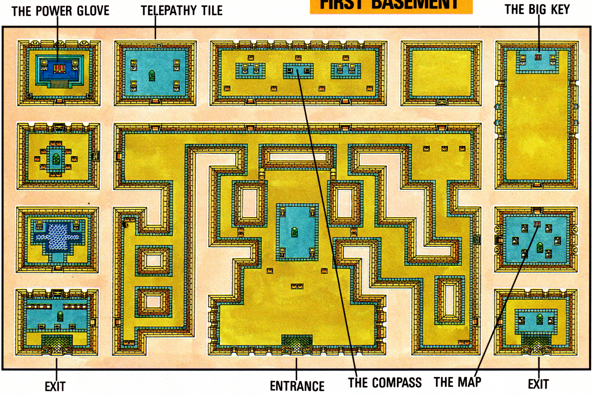
Witnesses said that they actually saw young Link lift stones several times his own size to clear pathways and open doors.



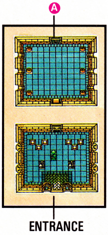
SECRET OF THE STONES

The secret to moving the three stones that blocked the entrance to the palace was only learned with knowledge from the Book of Mudora.

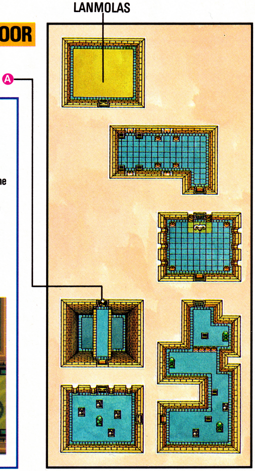
FIRST BASEMENT


THE POWER GLOVE
TELEPATHY TILE
THE BIG KEY
EXIT
ENTRANCE
THE COMPASS
THE MAP
EXIT

FIRST FLOOR

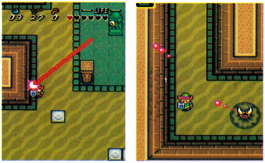


SECOND FLOOR



DESERT DWELLERS

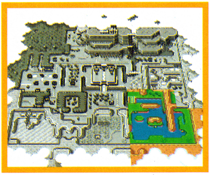
Inside the castle were wonders like none seen before. Several rooms had statue sentries that prevented visitors from admiring the rich furnishings within. The statues operated by primitive—but effective—radar. They scanned the rooms constantly, and when they sensed the presence of intruders, they blasted them with deadly accurate rays. The only way to avoid them was to keep moving ahead of or behind the circular scan.



Lake Hylia

An Aquatic Adventure

The southeast area of Hyrule was dominated by a vast lake called Hylia. Several hidden caves sat on its shores, even one lined with ice. The lake itself was dotted with whirlpools, telltale signs of the rough currents just below the water's surface.

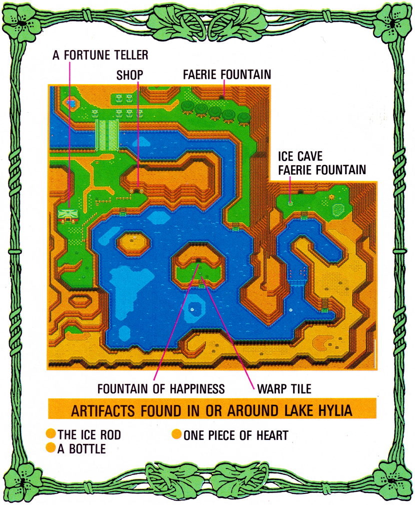


TREADING HYLIAN WATER

In the region around the lake lived Land Crabs, Octorocks, and other denizens of dry land, but in the water were Zora's Spawn, treacherous currents, and an island that was home to the Fountain of Happiness. On the lake's west bank lived a Fortune Teller who would sometimes give advice, always for a price.

People who had Zora's Flippers could swim in Lake Hylia and the rivers that fed it.

One island in the lake held a Piece of Heart. It had no dock so it appeared there was no way to reach it.

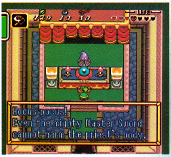


ARTIFACTS FOUND IN OR AROUND LAKE HYLIA

- ● THE ICE ROD
- ● A BOTTLE
- ● ONE PIECE OF HEART

FORTUNES FOUND, FORTUNES LOST

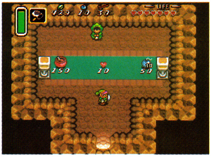
Another Fortune Teller lived on the bank west of Lake Hylia. He, too, conjured mystical stories of the future for inquisitive or lost travelers. Hyrulians quickly learned, though, that it was useless to return to the teller before their previous fortunes had been realized.



Hocus pocus!
Even the mighty Master Sword cannot harm the priest's body.

SHOP ESTABLISHED

The Shop by the lake was one of the oldest in Hyrule. People traveling by water found it a very handy place to stock up on Red Potion, Hearts and Bombs.

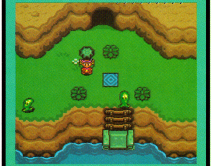


STARING INTO A CRYSTAL BALL

Small crystals were routinely found in the mountains of the north, but crystals the size of the balls used by Fortune Tellers were unheard of.

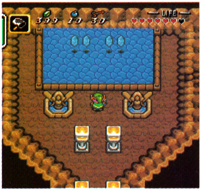
DOOR TO THE DARK WORLD

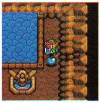
Another of the mysterious tiles that supposedly transported people to the Dark World was discovered on the island just outside the entrance to the Fountain of Happiness. Hyrulians covered it with a heavy stone for good measure, but they were little worried by it because of its location on the remote island.



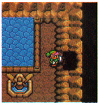
THE SEARCH FOR THE FOUNTAIN OF HAPPINESS

As children, Hyrulians heard stories about a Fountain of Happiness, and many of them searched for it as they grew older, much as early explorers once searched for the Fountain of Youth in North America. They believed that if they found the fountain and threw Rupees into it, a Faerie would appear and grant them the happiness they sought.

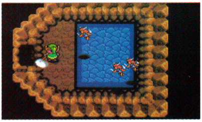




Sometimes the entrances to Faerie pools were hidden behind thick stone walls.



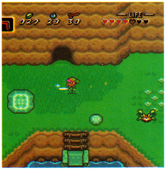
When the wall sections looked slightly unusual, Link tried bombing them open.

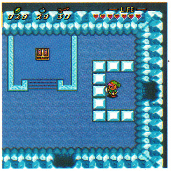


Even when the doors were open, the Faeries stayed close to their pools, ready to replenish the energy of weary adventurers.

A FROSTY FIND

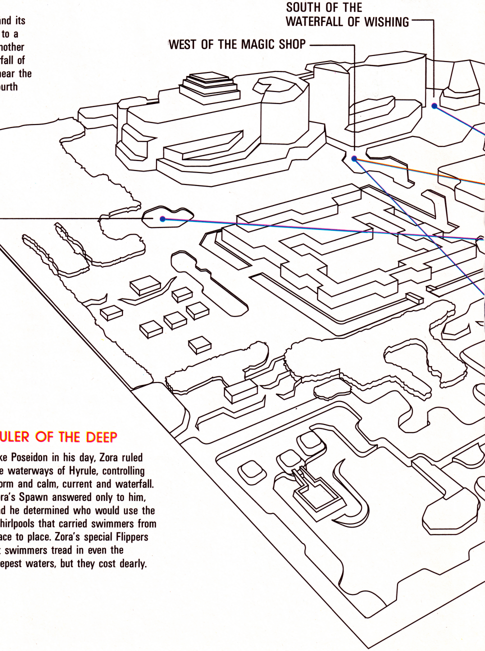
Travelers who ventured all the way around Lake Hylia discovered a remarkable cave. The entrance looked like any other, but inside it was completely covered with ice, and tiny Faeries hovered around a Faerie ice sculpture. A side exit led to another room, which was also iced over. In the center sat a Treasure Chest, but ice blocks prevented the awestricken travelers from reaching it. They surmised that there must have been some other way to enter the room.





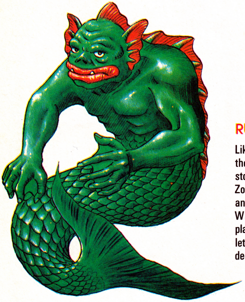
WATER WARPS

There were several Whirlpool Warps in Lake Hylia and its surrounding region. One in the southeast corner led to a pool just east of the entrance to the Lost Woods. Another in the south took travelers to a pool near the Waterfall of Wishing, and a third in the swamp area ended up near the Magic Shop. Dark World travelers reported that a fourth warp connected the site near the Magic House to southeastern Lake Hylia.



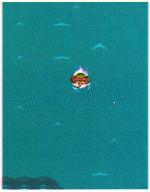
RULER OF THE DEEP

Like Poseidon in his day, Zora ruled the waterways of Hyrule, controlling storm and calm, current and waterfall. Zora's Spawn answered only to him, and he determined who would use the Whirlpools that carried swimmers from place to place. Zora's special Flippers let swimmers tread in even the deepest waters, but they cost dearly.



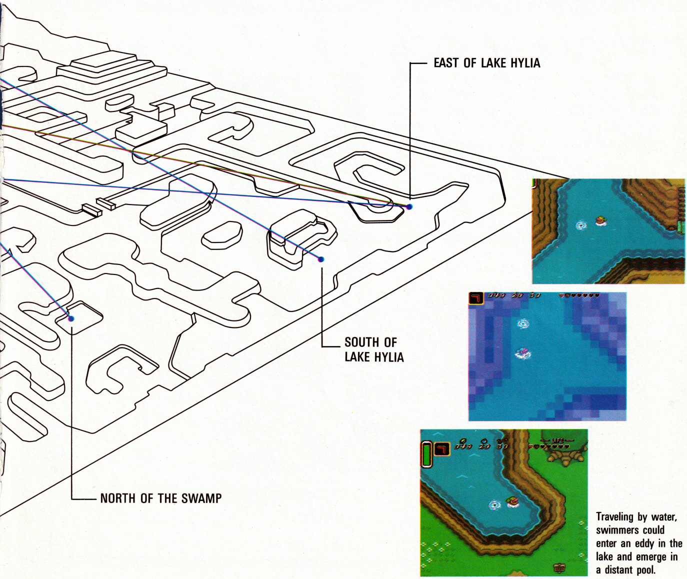
LINKING THE WATERWAYS

Zora created a water transportation system by which swimmers could enter a Whirlpool in one area and emerge in a distant place. The Whirlpools made for quick journeys, and swimmers who discovered how to use them could, for instance, dive into a Whirlpool in the eastern part of Lake Hylia and end up far away, near the entrance to the Lost Woods. Not all Whirlpools were safe, though. Many of them were simply signs that Zora's Spawn were about to appear.



With Zora's Flippers, swimmers could explore the deep waters.

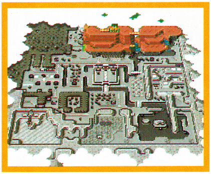
Swimmers had to watch out for Zora's Spawn.



Traveling by water, swimmers could enter an eddy in the lake and emerge in a distant pool.

Death Mountain

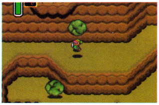
Link Between Dark And Light



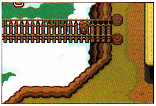
Link first discovered that he could travel between the Dark and Light Worlds when he reached the summit of Death Mountain. There he came upon a mysterious tile that glimmered in the light, and curiosity got the best of him: he stepped onto the tile.

A TOWER OF TERROR

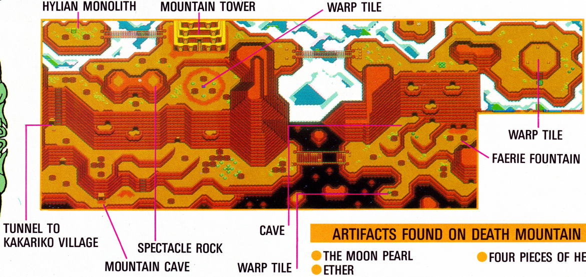
Link carefully felt his way through the dark mountain tunnels towards the top of the mountain. He explored the many caves and ledges along the way, uncovering treasures and clues as he went. When he finally climbed to the high plateau near Spectacle Rock, he saw the glimmering tile that transported him to a different, but strangely familiar, world. He found himself transformed as well.



Boulders many times larger than Link crashed down from above.



A precarious looking rope suspension bridge led to the west.



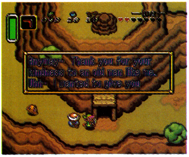
HYLIAN MONOLITH
MOUNTAIN TOWER
WARP TILE
WARP TILE
FAERIE FOUNTAIN
TUNNEL TO KAKARIKO VILLAGE
SPECTACLE ROCK
MOUNTAIN CAVE
CAVE
WARP TILE

ARTIFACTS FOUND ON DEATH MOUNTAIN

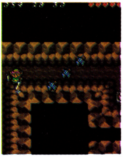
- ● THE MOON PEARL
- ● ETHER
- ● THE MAGIC MIRROR
- ● FOUR PIECES OF HEART

MOUNTAIN CAVES

The Caves, long thought to be refuge for early Hyrulians, were taken over by mountain beasts. Many of them still held treasures and tools left by the Hyrulians when they moved to lower ground. Some of the Caves were single dwellings, but others were multi-leveled networks of rooms. Link himself sought refuge and treasure in the Caves during his long climb to the top of Death Mountain.



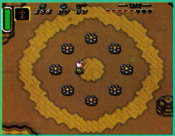
Anyway... Thank you for your kindness to an old man like me. Uhh... I wanted to give you



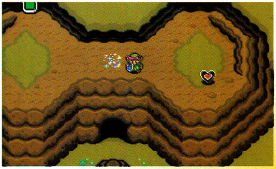
SPECTACLE ROCK

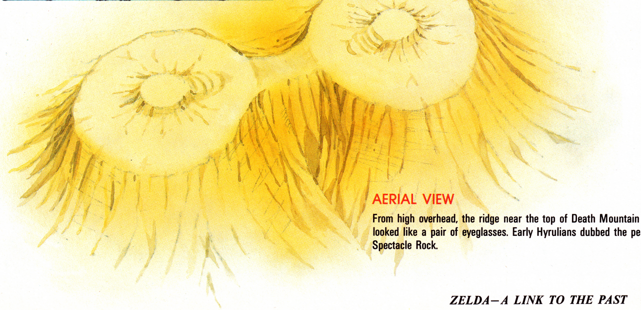
An odd formation of rocks at the top of the mountain, which looked like a pair of eyeglasses, was dubbed Spectacle Rock. It stood between the climber and the Mountain Tower, and it appeared that there was no way to scale its sheer sides. Link found that the shape of Spectacle Rock was mirrored in the Dark World, and he wondered why that would be.

DOOR TO THE DARK WORLD



When Link finally discovered how to use the mysterious Warp Tiles, it opened a whole new world to him, the Dark World. He found, though, that in the Dark World, all the beings, including he himself, were transformed into creatures that reflected what was in their hearts. He became a rabbit and was unable to wield his weapon, so it was plain that he would not be able to battle the evil forces there—unless he found a way to retain his human form. The solution to his problem, it was said, came by way of a telepathic message from Sahasrahla, the Elder.



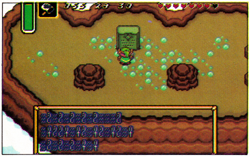


AERIAL VIEW

From high overhead, the ridge near the top of Death Mountain looked like a pair of eyeglasses. Early Hyrulians dubbed the peak Spectacle Rock.

A HYLIAN MONOLITH

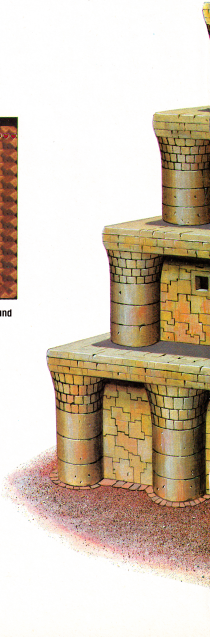
Another Hylian Monolith was erected by the Hylian people on a peak west of Spectacle Rock. Like the others, this Monolith was inscribed with a message in the old tongue, so only one who had the Book of Mudora could decipher it. Still, people went to see the ancient stone and gazed upon it in wonder. Later, around the same time that the Master Sword disappeared from the Lost Woods, visitors reported that the Monolith had been reduced to a pile of rubble.



The Hylian Monolith once stood like a lone stone sentinel on Death Mountain.

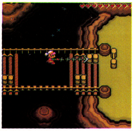
THE MASSIVE TOWER OF HERA

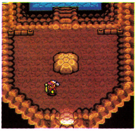
Standing six stories tall, the Tower of Hera dominated the mountain region. It was built in traditional Hyrulian style, with a brick facade, carved stone pillars and elaborate marble tile. Because the stone and marble were hand-quarried by Hyrulian miners, it took many years to finish the building.

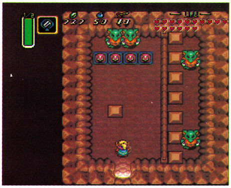


CAVES FOUND IN THE CRAGS

A portion of the bridge that led to an eastern peak had long ago washed out, making it impossible for anyone to explore that area. Years later, Link discovered a way to cross the gaping hole in the bridge, and when he reached the other side he discovered another system of caves and tunnels.



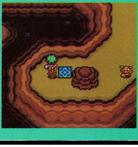


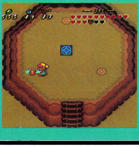


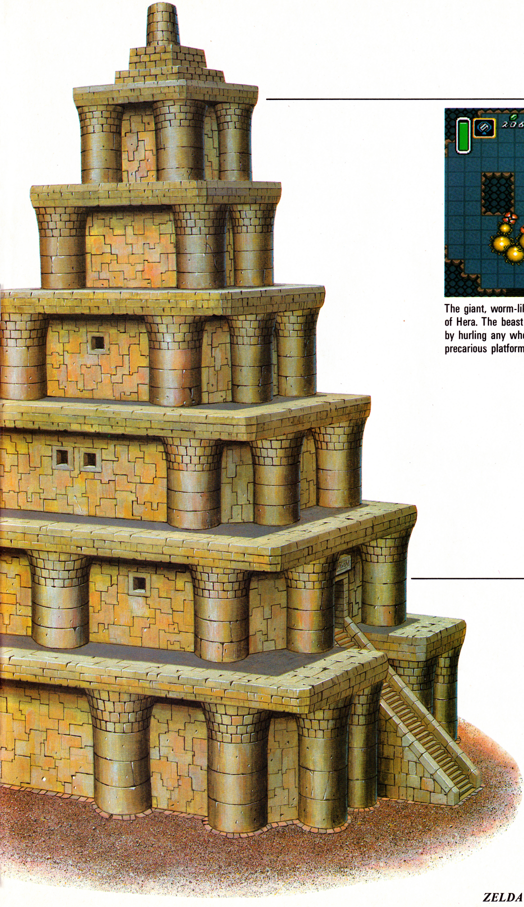
When Link explored the caves in the east, he found several that housed valuable items.

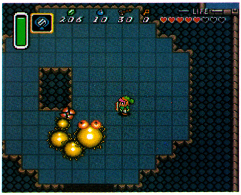
DOOR TO THE DARK WORLD

While exploring the Death Mountain region, Link discovered more tiles that he was able to use to travel back and forth between the Dark and Light Worlds. One was hidden under a rock, one was situated in plain sight, and another appeared only after Link pounded pegs.







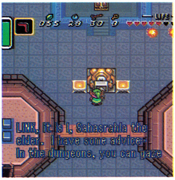


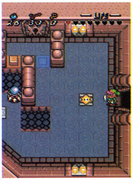
The giant, worm-like Moldorm was king of the Tower of Hera. The beast was ever eager to prove its mastery by hurling any who challenged it down from the precarious platform on the sixth floor.

The entrance to the Tower of Hera lead to the second floor, an interesting architectural feature which perhaps aided its ancient inhabitants in defending the structure from attack.

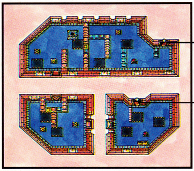
TO THE TOP OF THE TOWER

The multi-leveled Tower of Hera was an intimidating structure that had many block barriers controlled by Crystal Switches. It also had Star Tiles that suddenly changed the floor plans, sometimes creating pits that claimed many intruders. From the grand foyer, a stairway on the left led down, another on the right led up to the Third Floor and beyond. The huge Moldorm, which was not fond of guests, occupied the entire Sixth Floor.

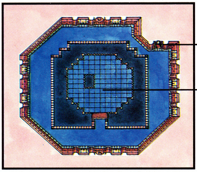

LINK, it is I, Sahasrahla the elder. I have some advice. In the dungeons, you can gaze



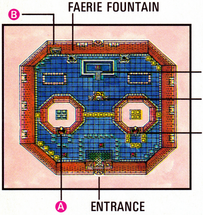
THIRD FLOOR



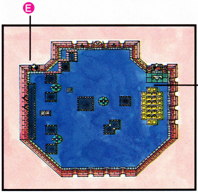
SIXTH FLOOR



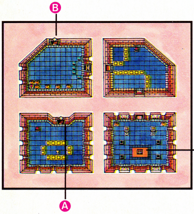
SECOND FLOOR


B
FAERIE FOUNTAIN
THE MAP
TELEPATHY TILE
C
A
ENTRANCE

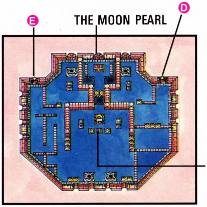
FIFTH FLOOR



FIRST FLOOR

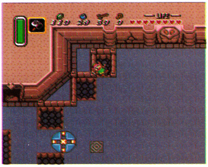

B
THE BIG KEY
A

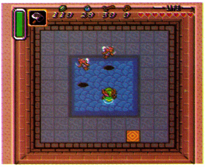
FOURTH FLOOR

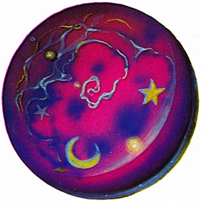

E
THE MOON PEARL
D
THE COMPASS

UNEXPECTED PITFALLS

The floors in the Tower of Hera were riddled with holes, and people who fell into them disappeared from sight and landed elsewhere in the tower. Some even reported falling several floors and finding Faeries in a room that was completely sealed off, and others deliberately jumped into the pits to land in places that they could reach no other way. Stepping on Star Tiles was known to change the positions of some pits.

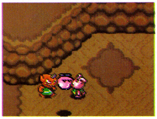






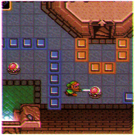
THE MYSTERIOUS MOON PEARL

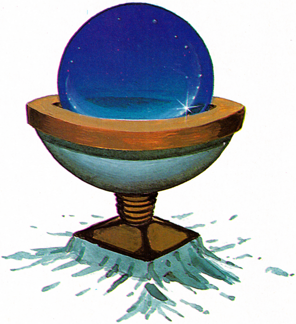
Legends told of a magic Moon Pearl that let people retain their human forms in the Dark World. There were many tales about the location of the pearl, and one of the most persistently retold was that it lay in a chest somewhere in the Tower of Hera. Sahasrahla sent Link a telepathic message urging him to find the famous pearl.

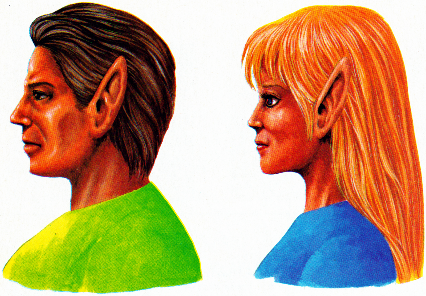


MYSTIC CRYSTAL SWITCHES

Blue and gold Crystal Switches were found in several Hyrulian palaces, and the Tower of Hera was no exception. The beautiful switches were the key to raising and lowering the blue and orange Switch Fences that popped up in places. No one knew exactly how they worked, but when people struck a Blue Crystal Switch, all of the blue Switch Fences fell and the gold ones rose; when they struck a gold switch, the gold Switch Fences fell and the blue ones rose.





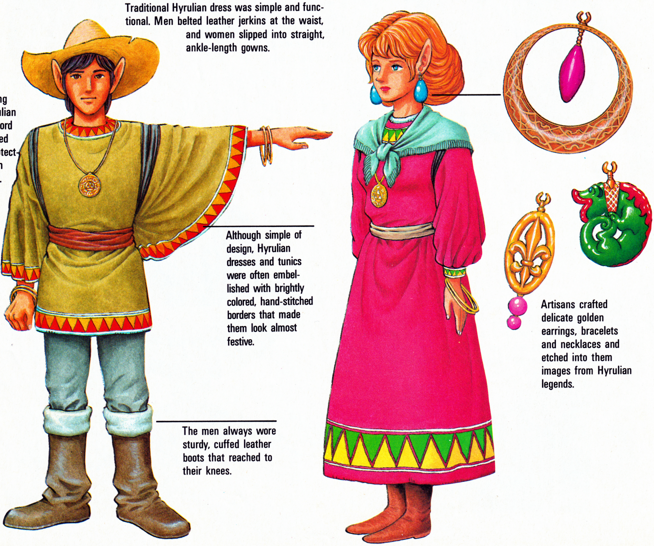


HYLIANS NOTED FOR LONG EARS

The Hylians' long, sculpted ears enabled them to hear special messages and as the chosen people, they were also given special psychic and magical abilities that they in turn passed on to their descendants. Their extraordinary ears allowed them not only to hear the faintest sounds around them, but also words telepathically transmitted over time and space by other gifted Hylians.

FOLK DRESS NATIVE TO HYRULE

Traditional Hyrulian dress was simple and functional. Men belted leather jerkins at the waist, and women slipped into straight, ankle-length gowns.



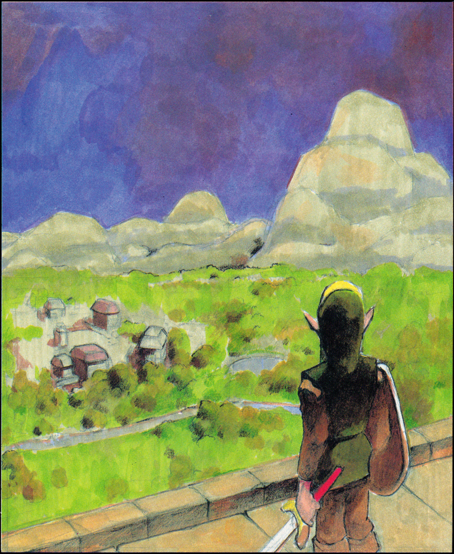
When working outside, Hyrulian men often word broad-brimmed hats that protected them from sun and rain.

Although simple of design, Hyrulian dresses and tunics were often embellished with brightly colored, hand-stitched borders that made them look almost festive.

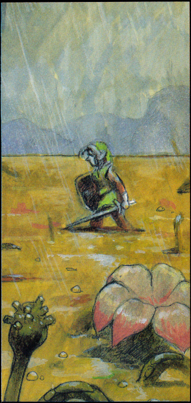
The men always wore sturdy, cuffed leather boots that reached to their knees.

Artisans crafted delicate golden earrings, bracelets and necklaces and etched into them images from Hyrulian legends.

Dark World



The evil wishes of Ganon changed this once Golden Land into a dark and wicked world of monsters and traps. It offered many challenges to adventurers who dared to enter.

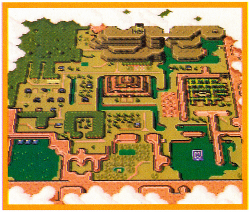


By controlling the elements of the Dark World, Ganon turned the desert into a menacing marsh known as Misery Mire.

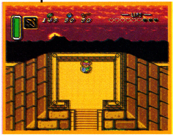
Eight dark dungeons were created in order to keep meddling adventurers from interfering with Ganon's evil plans.

Dark World

Once known as the Golden Land, this mysterious region was transformed into a world of darkness by Ganondorf Dragmire (a.k.a. Ganon) when he captured the Triforce and tuned its power to evil. In the Imprisoning War, Ganon's attempt to conquer the Light World was foiled. Ganon was sealed inside the Dark World, but his shadow was never completely lifted from Hyrule. The time had come for one hero to enter the dark domain and confront the menace once and for all.



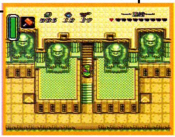
PYRAMID OF POWER



This structure was built to honor the King of the Golden Land. Legends say that Ganon stole the Triforce from a chamber near the top.

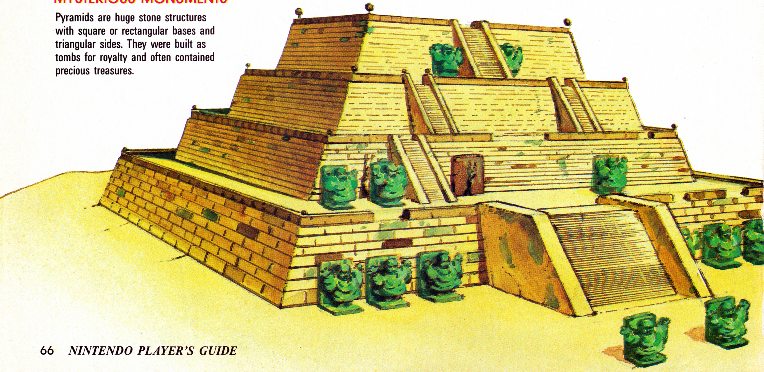
DARK PALACE

The design of this building suggests that it housed Golden Land royalty. It became home to the Helmasaur King.

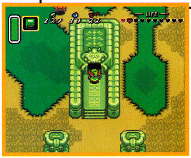


MYSTERIOUS MONUMENTS

Pyramids are huge stone structures with square or rectangular bases and triangular sides. They were built as tombs for royalty and often contained precious treasures.



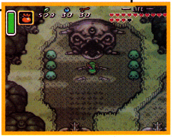
SWAMP PALACE



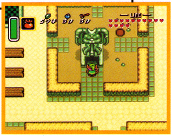
The unusual indoor canals in this building were constructed to wash away unfriendly visitors.

SKULL WOODS

The huge Skulls in this dark forest served as entrances to an underground labyrinth.

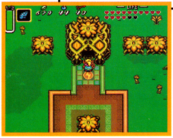


VILLAGE OF OUTCASTS



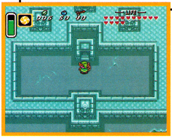
Ganon's power turned this once thriving village into a rundown town of animal-like thieves.

MISERY MIRE



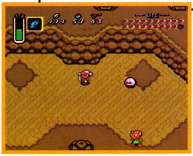
Hylian lore says that only those who could control the wind and the rain could enter the dungeon underneath this marsh.

ICE ISLAND

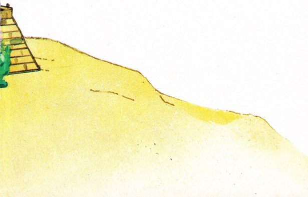


Ganon's power changed the warm area around the Golden Land lake to a land of ice and snow.

DEATH MOUNTAIN

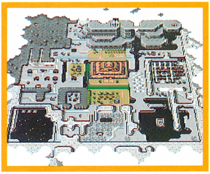


It is said that Ganon first made his way to the Golden Land through a passage on this mysterious peak.



Pyramid of Power

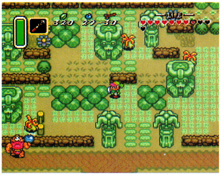
Home To Hidden Treasures

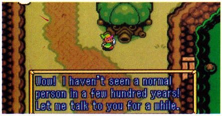


Adventurous souls who climbed to the top of the Pyramid of Power during Ganon's reign could observe a once perfect world that had been devastated by a powerful villain. The Triforce, hidden inside, was captured by Ganon and used to bring darkness to the world.

A DARK WORLD WONDER

It has been said that the evil soldiers who guarded Ganon's Pyramid of Power were always well armed. That could account for evidence of a Bomb Shop and a Weapon Shop found in the vicinity. Also in the area was a ghostly garden, several large trees and a cave where a former citizen of the Golden Land hid from the soldiers.



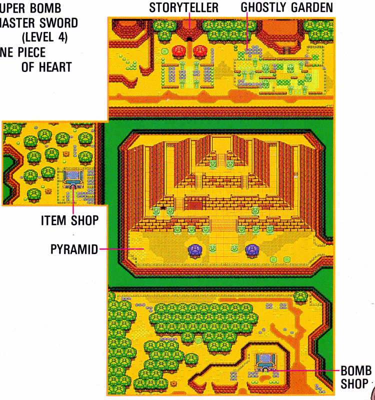


Wow! I haven't seen a normal person in a few hundred years! Let me talk to you for a while.

Some trees in the area were armed with Bombs and clues for those who dared to walk near.

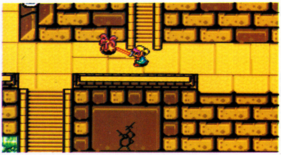
ARTIFACTS FOUND NEAR THE PYRAMID

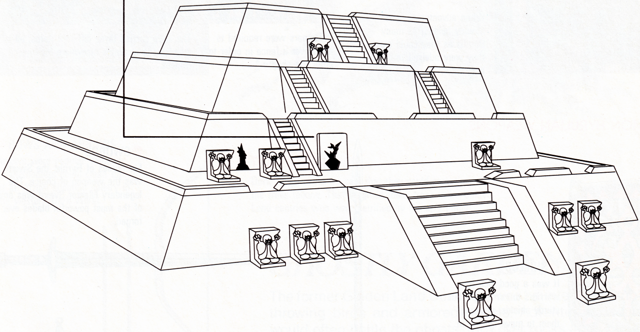
- ● SUPER BOMB
- ● MASTER SWORD (LEVEL 4)
- ● ONE PIECE OF HEART



THE PYRAMID

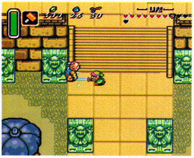
If someone could warp from the Dark World to the Light World while standing on top of this Pyramid, that person would then appear on the roof of Hyrule Castle, near the door to the tower where Agahnim performed his many experiments. Important battles between good and evil forces took place in both of these locations.



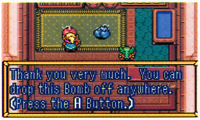


A very strong explosive could blast through the cracked wall on this second level of the Pyramid and reveal an unusual Faerie Fountain.

Ganon is said to have crashed through the top of the Pyramid just before his final battle with the legendary hero, Link.

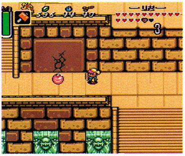


Link had to fight off Dark World ogres before he could climb the broad steps leading to the pyramid's upper levels.



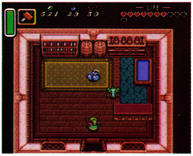
Thank you very much. You can drop this Bomb off anywhere.
(Press the A Button.)

The Bomb Shopkeeper provided heroes with Super Bombs when Ganon was on the run.



BOMB SHOP

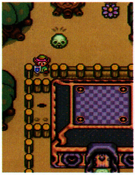
The going rate for Bombs at the Bomb Shop was up to 30 Bombs for 100 Rupees. The storekeeper would sell them only to buyers who could hold more Bombs than they were already carrying. He also provided heroes with a Super Bomb which could break away the thick walls of the Pyramid. This powerful device was available after the seven dungeons of the Dark World had been explored and the seal to Ganon's Tower had been broken.



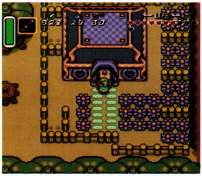
When adventurers were already holding as many Bombs as they could carry, they were advised to come back later.

ITEM SHOP

Even though they were reportedly available elsewhere for a drastically reduced price, strong Red Shields were sold at this shop for 500 Rupees apiece. Other wares available in the shop included Bees for 10 Rupees and 10 Arrows for 30 Rupees. Historians are not clear as to what the Bees were used for.

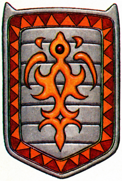


Customers were required to jump over a fence in order to enter the shop.



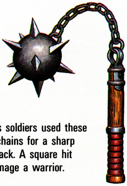
The shop carried three different items, all of which were available elsewhere for fewer Rupees.

COMMON HYRULIAN WEAPONS



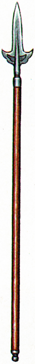
● SHIELDS

It was a good idea for warriors to carry light but sturdy shields, allowing them to move quickly in combat.



● MACES

Many of Ganon's soldiers used these spiked balls on chains for a sharp and powerful attack. A square hit could greatly damage a warrior.

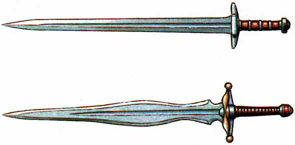


● SPEARS

Legends say that the fighters on the Plains of Ruin had a seemingly endless supply of these far-reaching weapons. A warrior had to be quick to avoid them.

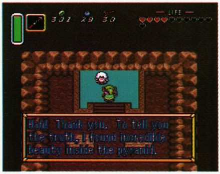
● SWORDS

For heroes of Hyrule, the Sword was the weapon of choice. The legendary Master Sword was one of the most powerful blades ever forged.

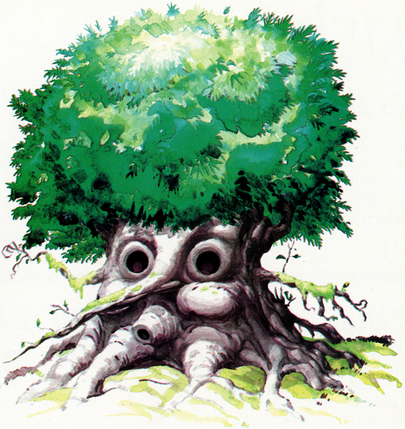


STORYTELLER

The hermit in the cave just north of the Pyramid was said to be hiding from Pyramid guards. For a price of 20 Rupees, this man-animal would let adventurers know that no number of normal Bombs could blow open the cracked wall of the Pyramid.



Hah! Thank you. To tell you the truth, I found incredible beauty inside the pyramid.

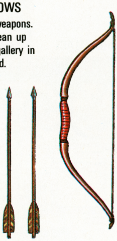


TALKING TIMBER

Dark World explorers said that they could sometimes hear the trees talking. They believed these trees to be Golden Land sentries who were petrified by Ganon's magic.

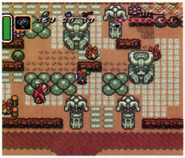
● **BOWS AND ARROWS**

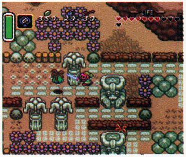
Arrows were popular weapons. Sharpshooters could clean up at an Arrow shooting gallery in the western Dark World.

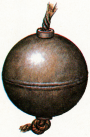


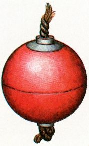
GHOSTLY GARDEN

The former Golden Land Cemetery was haunted by Bomb-throwing birds and armored ghosts. Adventurous souls would often battle the ghosts, turn over rocks and pull up the brush, but no items of real importance were ever found. After hearing stories of warriors coming back from the garden with nothing but wounds, smart explorers would pass by the garden and let the ghosts rest in peace.









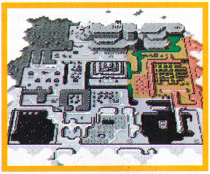
● **BOMBS**

Bombs were often used to break apart chipped walls and to defeat enemies. Warriors often threw them.

Dark Palace

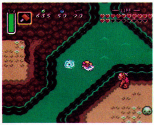
A Dark And Mysterious Maze

The palace in this region was said to have been the residence of the King of the Golden Land. After Ganon took over, the Hylian King moved out and the Helmasaur King moved in. With no upkeep, the garden maze became overgrown and the halls of the palace deteriorated.

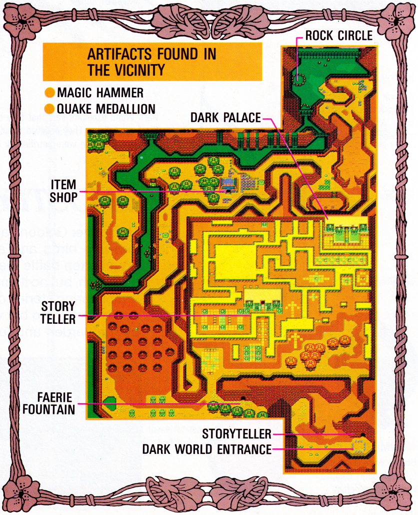


A FULL AGENDA AWAITED EXPLORERS

The area near the Dark Palace featured many points of interest. In the north was a circle of rocks serving as home to a grumpy fish who liked his privacy. On the river shore was an opening where adventurers grappled across the water. There were also two caves which were inhabited by a storyteller and a Faerie.



After he bought Zora's Flippers in the Light World, Link explored the Dark World waters and found new enemies on land, too.



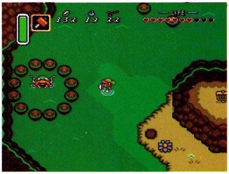
ARTIFACTS FOUND IN THE VICINITY

- ● MAGIC HAMMER
- ● QUAKE MEDALLION

ROCK CIRCLE
DARK PALACE
ITEM SHOP
STORY TELLER
FAERIE FOUNTAIN
STORYTELLER
DARK WORLD ENTRANCE

ROCK CIRCLE

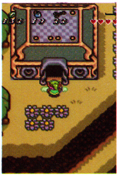
There was a curious rock circle surrounding calm waters in the river that flowed north of the Dark Palace. A sign on the land near this formation read "Curses to anyone who throws something into my circle of stones." When a curious adventurer once decided to see what would happen if he were to throw the sign into the rock circle, a troubled fish appeared from below and gave the adventurer a magic medallion, asking to be left in peace.

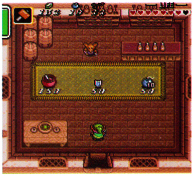


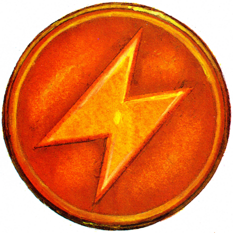
When the fish who resided in this circle of stones was disturbed, he traded a magic medallion for peace and quiet.

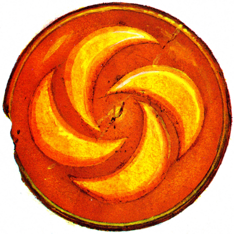
ITEM SHOP

The shop to the north of the Dark Palace shared the same space with a Magic Shop in the Light World. While the Magic Shop offered three different kinds of Magic Potions, this shop sold only one kind of Potion plus a small Shield and clusters of Bombs. The Potion and Bombs were more expensive than those same items at specialty shops and the Shield was of inferior quality. Several shops of this kind, all offering the same inferior wares for the same inflated price, were scattered throughout the Dark World.



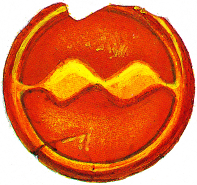






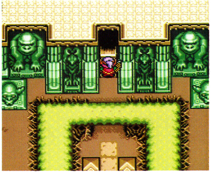
MAGIC MEDALLIONS

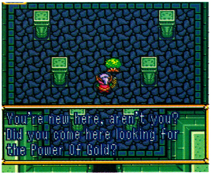
For adventurers who possessed magic abilities, there were medallions hidden throughout the land which could cause mystical events in the hands of a Hylian magic user. Historians know of three such medallions in the land of Hyrule.



STORYTELLERS

Two hermit-like storytellers inhabited the area surrounding the Dark Palace. One of them lived in a structure near the palace. He warned visitors of Ganon's power and explained the legend of the Triforce. Another hermit, hiding in a cave south of the palace, told a story about the circle of rocks in the north.

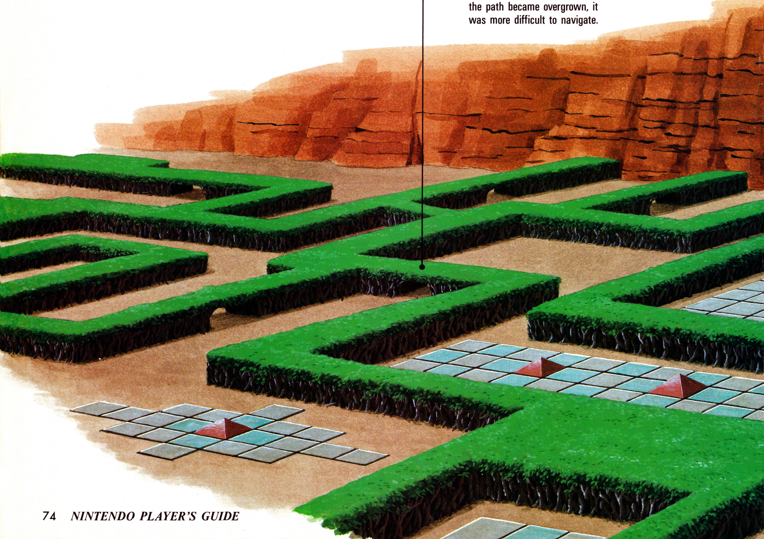




You're new here, aren't you? Did you come here looking for the Power Of Gold?

DARK PALACE

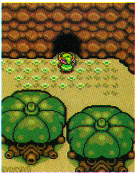
Explorers who ventured onto the grounds of the Dark Palace were struck by its intricate stonework and impressive garden, much of which featured an unusual monkey motif. During Ganon's reign, the detailed work deteriorated and lost much of its original charm.

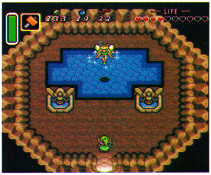


The path leading to the palace was designed as a maze to delight visitors of the King. When the path became overgrown, it was more difficult to navigate.

FAERIE FOUNTAIN

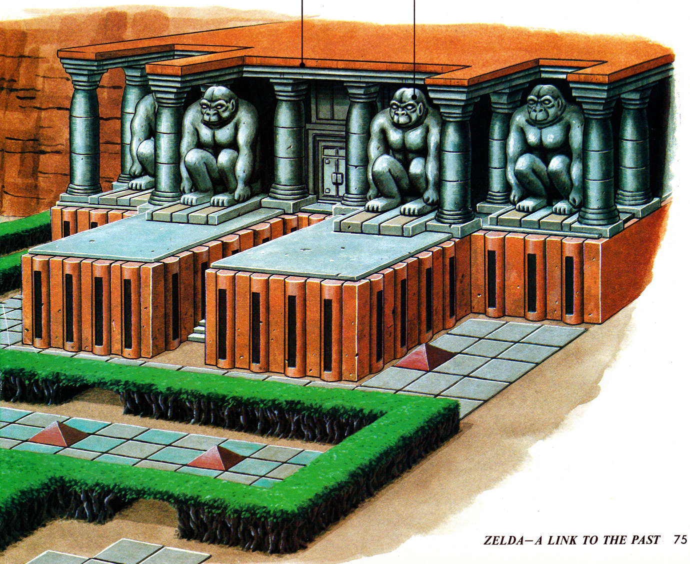
A friendly Faerie offered visitors a chance to rejuvenate in a cave just south of the Dark Palace garden. It was a saving grace for many warriors who were wounded on their way through the palace grounds. With their energy restored to normal, these brave adventurers could continue their journey across the land.





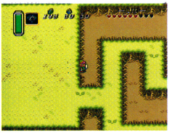
The switch above the Dark Palace entrance was too high for most adventurers to reach. Many found assistance from a monkey on the grounds.

Monkeys played a big part in the design of the Dark Palace exterior. In addition to monkey statues, live monkeys were also sighted on the grounds.

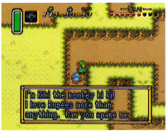


DARK PALACE GROUNDS

The overgrown garden maze of the Dark Palace befuddled many explorers who attempted in vain to reach the palace entrance. Those who made their way through the foliage said that the trick was to look for openings in the thorn bushes and to try various paths. A monkey named KiKi is said to have lived in a particularly thick section of brush. Adventurers who made friends with KiKi and gave him the Rupees that he asked for were helped when they attempted to enter the palace. KiKi was a very shy monkey who ran when he sensed danger.

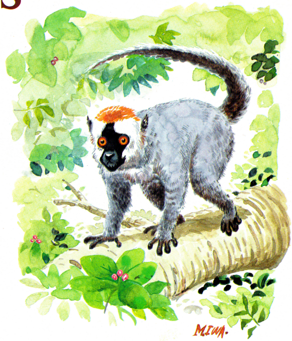


Adventurers often got lost in the tall bushes surrounding the Dark Palace.



I'm Kiki the monkey ki ki!
I love Rupees more than
anything. Can you spare me

A helpful monkey named KiKi lived in a dense section of the maze.

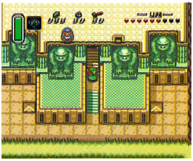


MONKEY BUSINESS

Monkeys are agile primate mammals who are often found in the forests and jungles of warm regions in Hyrule. They have a mischievous nature, and make companionable pets.

INSIDE THE DARK PALACE

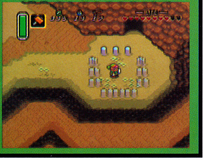
The passages inside the Dark Palace confused explorers even more than the maze on the grounds. Many adventurers were confused by the switches which opened doors and moved blocks up and down. In a room on the first floor, there was a Crystal Switch which could only be triggered by an Arrow, the Master Sword's beam, a Boomerang or a Bomb. In another room, there was a door which stayed open only when there was constant pressure on a switch on the floor. By moving a statue explorers were able to venture into the next room.

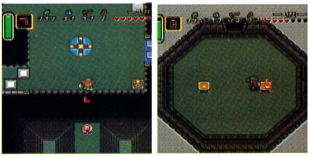


The only way to open the Dark Palace Entrance was to flip the switch on the roof.

DARK WORLD ENTRANCE

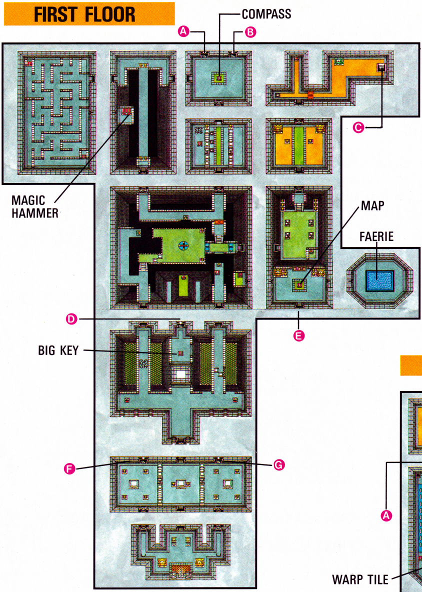
Explorers found a Warp Tile in the Light World, just south of the Eastern Palace. When they pounded the surrounding wooden pegs into the ground and removed the tile covering, they could warp to an area in the Dark World which was just south of the Dark Palace.





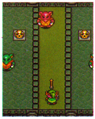
There were many switches in the Dark Palace that had to be triggered in order for some important passages to open. Lighting torches made the dark dungeon depths easier to explore.

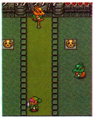
FIRST FLOOR


COMPASS
A
B
C
MAGIC HAMMER
MAP
FAERIE
D
E
BIG KEY
F
G

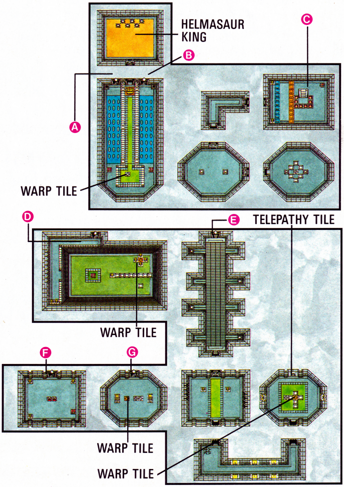
MIMICKING MONSTERS

The large rats, called Goriyas, that could be found in two Dark Palace rooms moved like a mirror image of the explorers who entered those rooms. While the two green Goriyas were easily dismissed, the red one fought back with fireballs. The trick in defeating this creature was to aim an Arrow to one side of the Goriya, then to move while the Arrow was in the air so that the Goriya followed your movement right into the Arrow's path.



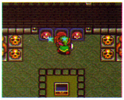


BASEMENT ONE


HELMASAUR KING
C
B
A
WARP TILE
D
E
TELEPATHY TILE
WARP TILE
F
G
WARP TILE
WARP TILE

A POWERFUL TOOL

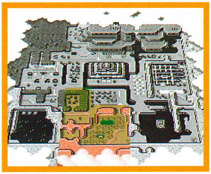
Visitors to the Dark Palace found the Magic Hammer to be a very important tool. Not only could it be used to pound obstacles into the floor, but it could also be used as a weapon against the hard-shelled creatures which inhabited many palace rooms. One square hit flipped the creatures over and a second hit made them disappear. Also, the mole-like burrowers in the palace could be knocked down into their holes with a single blow.



Swamp Palace

Close Links To The Light World

Many areas near the Swamp Palace were closely tied to areas in the Light World. By warping from the Dark World while standing within the stake boundaries in the southwest or in the circle of bushes south of the Haunted Grove, adventurers could explore high elevations in the Light World.



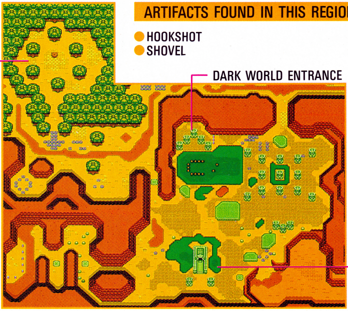
MONSTERS IN THE MARSH

The Plains of Ruin and the marshes surrounding the Swamp Palace were populated with several kinds of evil creatures. Adventurers reported sightings of bomb-flinging Zirros, Rupee-snatching Pikits and other swamp-dwellers. They were mean spirited but weak. Most explorers could defend themselves with a standard sword and shield.

Experienced warriors could fight off the swamp-dwellers without much difficulty.

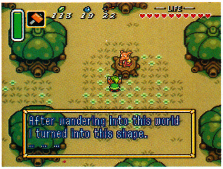
ARTIFACTS FOUND IN THIS REGION

- ● HOOKSHOT
- ● SHOVEL

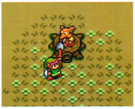


HAUNTED GROVE

The legendary Flute Boy of the Haunted Grove often played music near his Light World home. When the Golden Power of the Triforce attracted the Flute Boy to the Dark World, though, Ganon transformed him into an animal so that he could never play the Flute again. Upon telling his story to a visitor from the Light World, the Flute Boy gave the visitor a Shovel so that he could find and use the Flute Boy's buried Flute.



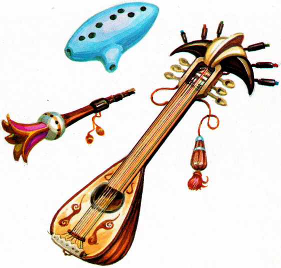
After wandering into this world
I turned into this shape.
… … …



The Flute Boy let the hero from Hyrule borrow his Shovel so that he could dig up the boy's Flute in the Light World.

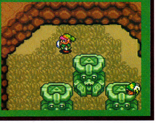
A MUSICAL TRADITION

The citizens of Hyrule often played music and sang songs through the night. Their instruments included Flutes, Lutes, Whistles and small Drums. The Flute Boy of legend is said to have been able to communicate with animals by using his Flute. He could even call a feathered friend and hitch a ride to anywhere in the land.



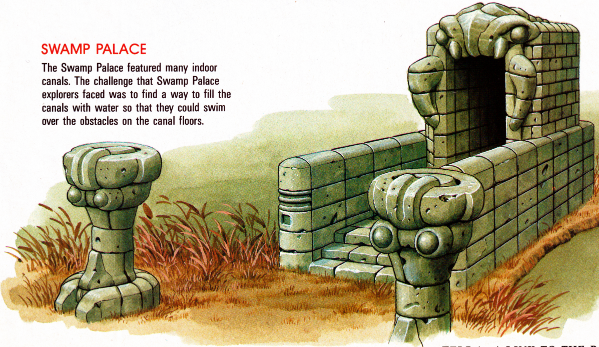
DARK WORLD ENTRANCE

Adventurers from the Light World could warp into the Plains of Ruin by stepping onto a hidden Warp Tile located just north of the lake, in the Light World swamp. The Tile was under a rock which was surrounded by stakes. Only explorers carrying a Magic Hammer had the power to drive the stakes into the ground and uncover the Warp Tile.



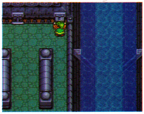
SWAMP PALACE

The Swamp Palace featured many indoor canals. The challenge that Swamp Palace explorers faced was to find a way to fill the canals with water so that they could swim over the obstacles on the canal floors.

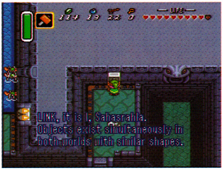


SWAMP PALACE

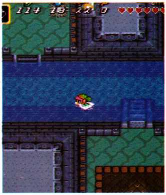
When explorers entered the Swamp Palace, they were unable to cross the empty indoor canal because of its steep, shear sides. The key to getting to the other side was understanding the connection between the Light and Dark Worlds. Standing just outside of the palace, adventurers would warp to the Light World Watergate and pull the switch inside, allowing the water to flow. Then they would return to the Swamp Palace in the Dark World and swim across the water-filled canal.



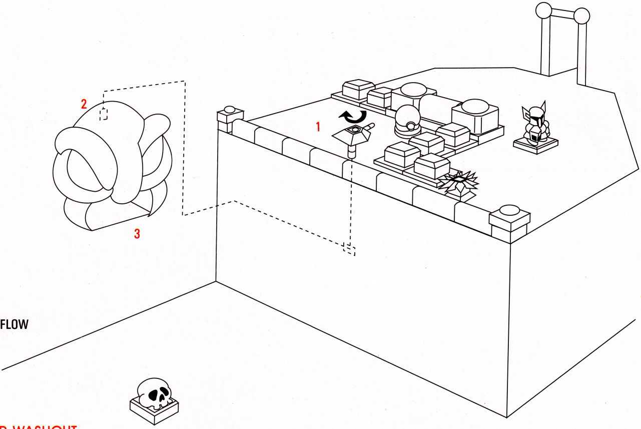
A switch in the Watergate allowed the water to flow in both the Light World and the Dark World.



LINK, It is I, Sahasrahla.
Objects exist simultaneously in
both worlds with similar shapes.



With water in the canal, adventurers could swim to the other side and continue their journey.



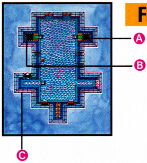
1. SWITCH
2. DAM
3. WATER FLOW

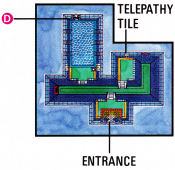
WARRIOR WASHOUT

It is believed that the canals in the Swamp Palace were built as a safety measure. If enemy warriors attempted to cross the canals and steal the palace treasures, the palace residents could pull a switch, fill or drain the canals and keep away the intruders.

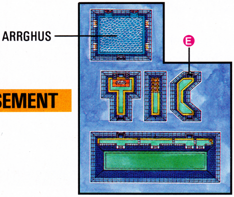
Metallic Traps slid back and forth in front of many Watergate switches in order to keep trespassers away.

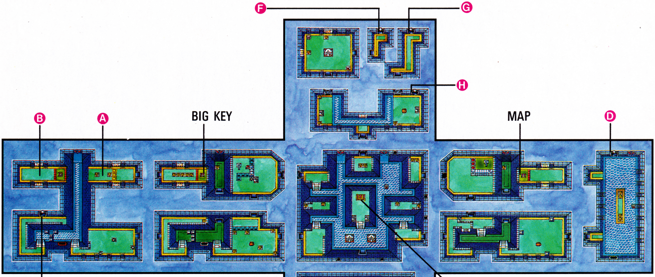
FIRST FLOOR

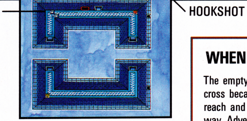


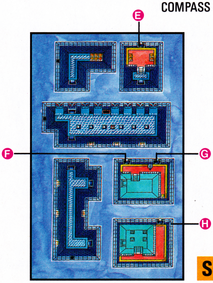

D
TELEPATHY TILE
ENTRANCE

FIRST BASEMENT




F
G
H
B
A
BIG KEY
MAP
D
C

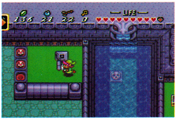

COMPASS
HOOKSHOT



SECOND BASEMENT

WHEN THE DAM BROKE

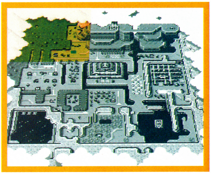
The empty canals were impossible to cross because the ladders were out of reach and obstacles often blocked the way. Adventurers sought out switches so that they could let the water flow.


136 21 22 0
LIFE

Skull Woods

The Darkest Place In The Dark World

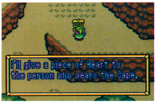
The gloomy Skull Woods were described by many as a maze of bones, trees and gaping holes. Thick foliage and huge skulls on the forest floor caused many adventurers to retreat quickly. Those who stayed discovered that the skulls and holes led to Mothula's underground dwelling.



TREES, CAVES AND MAGIC

The Skull Woods were situated north of the Village of Outcasts and west of Death Mountain. Just south of the woods, at the edge of the village, a Fortune Teller told explorers of special points of interest in the Light and Dark Worlds. East of the woods, a Death Mountain cave led to a valuable and hard-to-reach item. The rest of the region was dominated by the dark forest and Mothula's underground lair.

Adventurers could be lost for days in the dark Skull Woods.

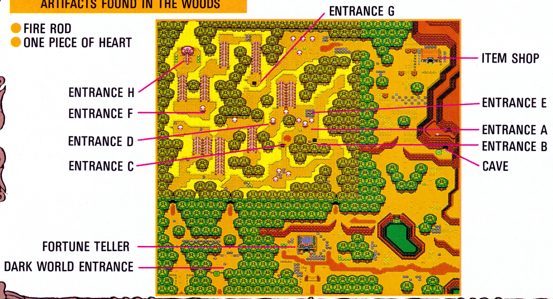


I'll give a piece of Heart to the person who wears the Cape.

A sign told explorers of a special item in the cave nearby.

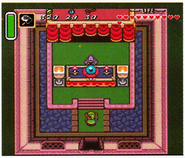
ARTIFACTS FOUND IN THE WOODS

- FIRE ROD
- ONE PIECE OF HEART


ENTRANCE G
ITEM SHOP
ENTRANCE H
ENTRANCE F
ENTRANCE E
ENTRANCE D
ENTRANCE A
ENTRANCE B
ENTRANCE C
CAVE
FORTUNE TELLER
DARK WORLD ENTRANCE

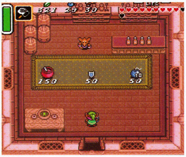
FORTUNE TELLER

A mystic man set up shop on the northern boundary of the Village of Outcasts. For a few handfuls of Rupees, this wise wizard would spin tales of special places and hidden treasures. His Crystal Ball knew of many secrets in the Light and Dark Worlds.



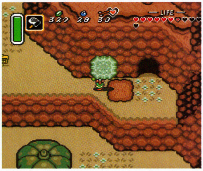
ITEM SHOP

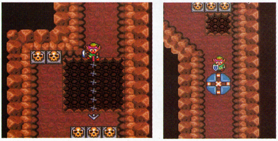
The shop which could be found between the mountain and the woods offered the same items for the same prices as many other shops in the Dark World. If adventurers needed Bombs, Life Potion or a first level Shield, they could get those items here.



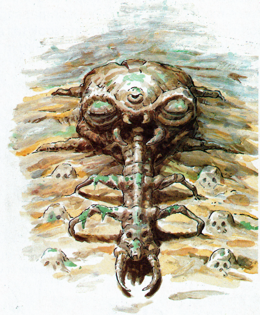
CAVE

A sign outside of the cave in this region read "I'll give a Piece of Heart to the person who wears the Cape." The sign's author referred to the Magic Cape, which made those who wore it invisible, and the Piece of Heart found above the cave entrance. Inside the cave, the way to the Piece of Heart was blocked by a huge Bumper. Only an adventurer wearing the Magic Cape could slip by this Bumper unnoticed and capture the prize.





After grappling over a large gap, someone wearing the Magic Cape could pass through the Bumper and take the Piece of Heart.

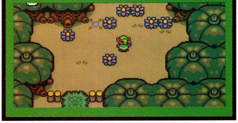


THE BURNING OF THE BIG SKULL

The largest Skull in the Skull Woods served as the entrance to Mothula's chamber. Legend says that Link, who slew this giant beast, opened the entrance to its chamber by burning the blocking bones. The item which he used was hidden within the confines of the Skull Woods dungeon.

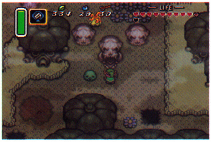
DARK WORLD ENTRANCE

Adventurers from the Light World often made their way to this region through a Warp Tile located north of Kakariko Village. By lifting a heavy boulder using the Titan's Mitt, they could get to a small clearing south of the woods and lift another rock to reveal the Tile.

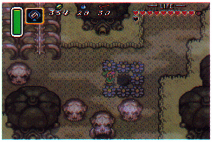


SKULL DUNGEON

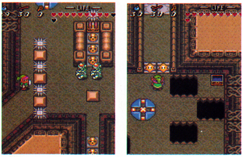
The passages of Skull Dungeon were connected by a network of dungeon entrances on the forest floor. These underground tunnels were loaded with dangerous traps and villainous creatures. When explorers made it to the end of each passage, they would have to temporarily leave the dungeon and look for another entrance. The entrance to the final chamber was located in the northwestern corner of the woods.



Entrances to Skull Dungeon took the form of large, open Skulls or gaping holes.



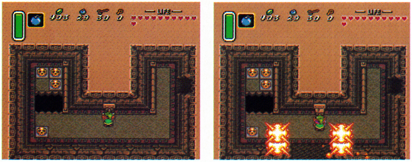
When explorers used these entrances, they would land in various parts of the dungeon.

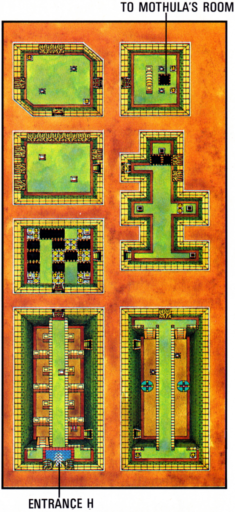


By stepping on the dungeon's Star Tiles, explorers opened and closed holes in the floor.

THE WALL CAME DOWN

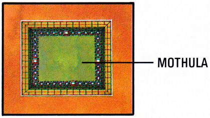
A legend of Skull Dungeon tells of a hero who fell into the northeast corner of the underground passage through a brush-covered hole. He then blasted his way into a room to the west. There, he found a large switch. When the hero pulled the switch with all his might, the wall to the south exploded, revealing an important passage.





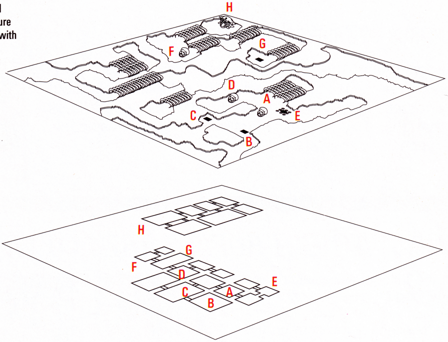
FIRST FLOOR

FIRST BASEMENT



UNDER THE FOREST FLOOR

The passages of Skull Dungeon ultimately led adventurers to the chamber of the dungeon's most feared enemy, Mothula. In preparing to enter Mothula's hideout, warriors equipped themselves with the Fire Rod and made sure that all of their Magic Bottles were filled with Potions or Faeries.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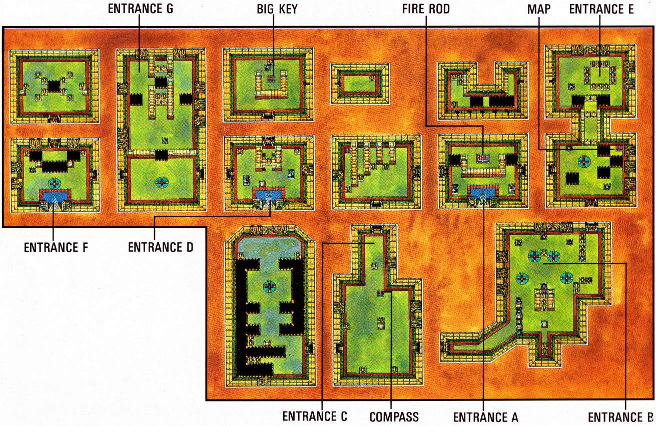
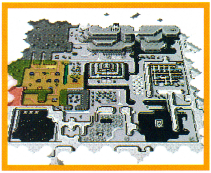

ENTRANCE G
BIG KEY
FIRE ROD
MAP
ENTRANCE E
ENTRANCE F
ENTRANCE D
ENTRANCE C
COMPASS
ENTRANCE A
ENTRANCE B

Village of Outcasts

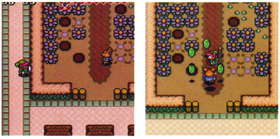
A Collection Of Thieves And Hooligans



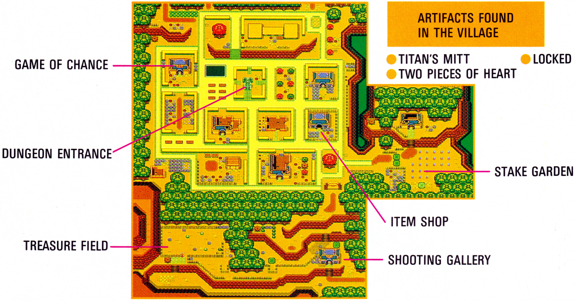
Before Ganon's reign, this village was populated by a law-abiding citizenry. There was little crime and the villagers looked out for one another. When the Golden Land became the Dark World, though, they were transformed into despicable shadows of their former selves.

PERSONS WITHOUT RUPEES ARE NOT WELCOME HERE

Visitors to the Village of Outcasts were given many opportunities to part with their Rupees. Not only were robbers picking the pockets of travelers on the village paths, but more legitimate means of thievery were being practiced as well. Three nearby establishments were dedicated to assorted forms of gambling.



Village robbers would bump into unsuspecting visitors and gather up any valuables that had fallen to the ground.



ARTIFACTS FOUND IN THE VILLAGE

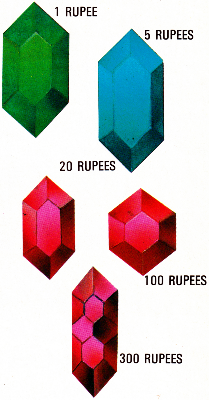
- ● TITAN'S MITT
- ● TWO PIECES OF HEART
- ● LOCKED CHEST

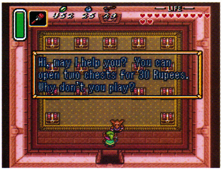
GAME OF CHANCE

For a price of 30 Rupees, people who played the Game of Chance in the northwestern part of town were allowed to open two of the 16 treasure chests inside and take the contents. Prizes ranged from a single Arrow to a piece of Heart or 300 Rupees. Visitors could clean up on a good day or lose their shirts if their luck was running low.

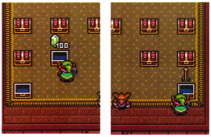
RUPEE RICHES

Citizens of Hyrule and the Dark World could tell how much Rupee stones were worth by looking at their markings. Denominations ranged from a plain single Rupee stone to an ornate 300 Rupee piece.





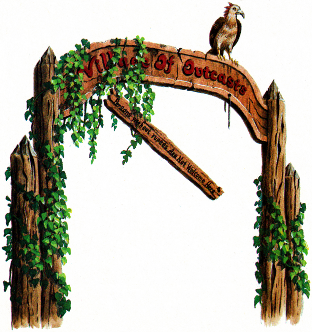
Hi, may I help you? You can open two chests for 30 Rupees. Why don't you play?



Visitors to the Game of Chance could open two Treasure Chests for 30 Rupees.

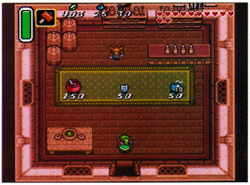
PICKPOCKET POPULATION

The Village of Outcast inhabitants took anything they could from passersby. There's no telling why the village was transformed from a peaceful hamlet to a thieves' town, but it serves as an example of what can happen when evil has control over a powerful force.


Village Of Outcasts
Persons without rupees Are Not Welcome Here

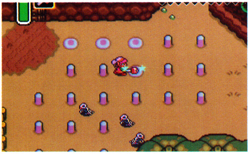
ITEM SHOP

Shields, Red Potions and Bombs were again available for the same prices as in other shops in the Dark World. While Bombs could have been found under rocks and bushes, the other items could only be purchased.



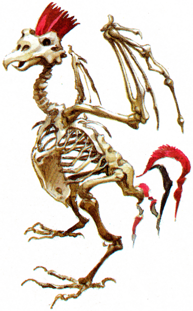
STAKE GARDEN

The Stake Garden was located just south of the Blacksmith's burned-out shop. Explorers who possessed the Titan's Mitt could lift a huge rock that blocked the garden and gain access to the grounds. Then, by pounding the stakes into the ground, they could cause an underground passage to appear. The first adventurer who found this passage collected a Piece of Heart.



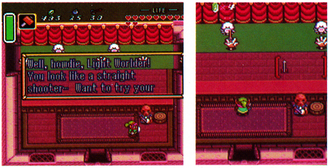
BONEY BIRDS

While the birds of the Village of Outcasts had fewer feathers than the chickens of Kakariko Village in the Light World, they had the same temperament. If someone were to swipe at these skinless chickens about 100 times, the flock would attack.



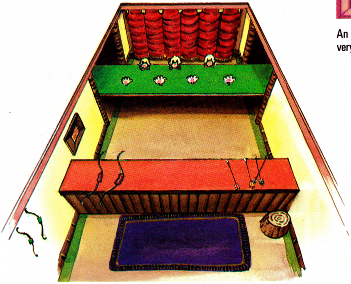
SHOOTING GALLERY

The ghostly proprietor of the Shooting Gallery offered visitors five shots at moving targets for 20 Rupees. If these visitors were sharpshooters, they could earn their Rupees back, and more. The prize started at four Rupees and doubled with each consecutive hit. If all five shots were good, the shooter would take in total winnings of 124 Rupees.



Well, howdie, Light Worlder! You look like a straight shooter— Want to try your

An initial investment of 20 Rupees could earn a Bow and Arrow master a very large sum.

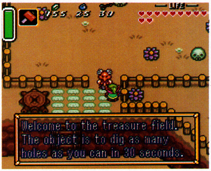


SHARPSHOOTERS ONLY

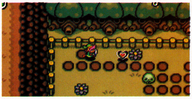
While the row of Shooting Gallery targets moved in one direction, hand-shaped obstacles in front of them moved in the other direction. Sharpshooters would wait until there was a long gap between the hands, then take aim and fire.

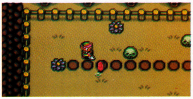
TREASURE FIELD

Explorers in the Dark World noted that it was full of treasure and hidden items. An ambitious landowner in the southwest section of the Village of Outcasts took advantage of that fact by fencing off his land and charging treasure hunters 80 Rupees to dig up the dirt for 30 seconds. If they found anything, they could keep it! A Piece of Heart, the real prize, was hidden well and moved often.


Welcome to the treasure field.
The object is to dig as many
holes as you can in 30 seconds.

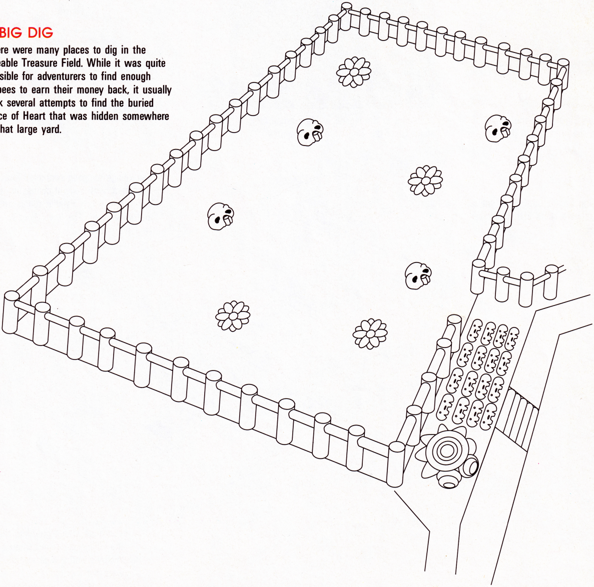
For 80 Rupees, explorers could borrow a shovel and dig for buried treasure for 30 seconds.





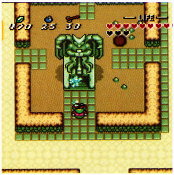
A BIG DIG

There were many places to dig in the sizeable Treasure Field. While it was quite possible for adventurers to find enough Rupees to earn their money back, it usually took several attempts to find the buried Piece of Heart that was hidden somewhere in that large yard.

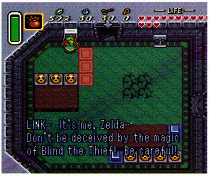


THE GARGOYLE'S DOMAIN

The dark dungeon home of Blind the Thief was under the Village of Outcasts. Blind was afraid of bright light and he never left the confines of the dungeon, letting his band of thieves do his dirty work. This three-floor hideout was known as the Gargoyle's Domain because at the entrance to the underground was a Gargoyle monument which loomed over the citizens of the village. It took a strong person to open up the dungeon's entrance and those who did enter could become even stronger by discovering the Titan's Mitt.

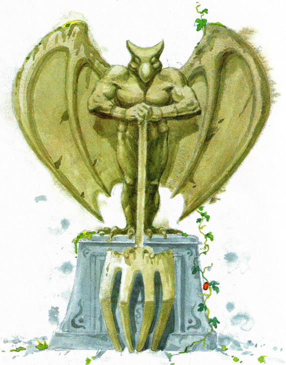


The huge Gargoyle in the village guarded the entrance to the dungeon.



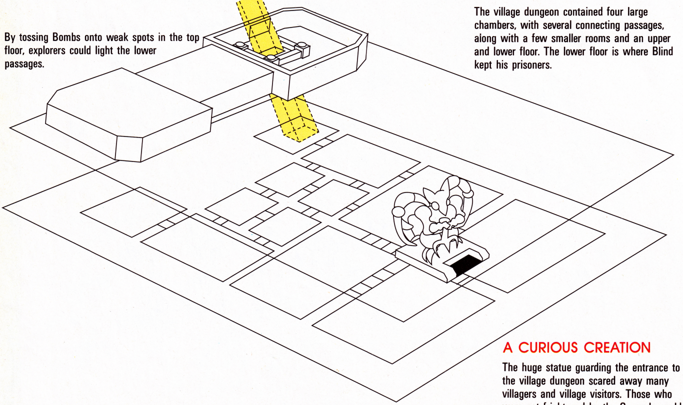
LINK… It's me, Zelda…
Don't be deceived by the magic
of Blind the Thief! Be careful!

According to the legend, Zelda warned Link about Blind the Thief through telepathy.



THE VILLAGE UNDERGROUND

The village dungeon contained four large chambers, with several connecting passages, along with a few smaller rooms and an upper and lower floor. The lower floor is where Blind kept his prisoners.

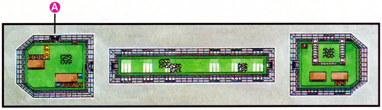


By tossing Bombs onto weak spots in the top floor, explorers could light the lower passages.

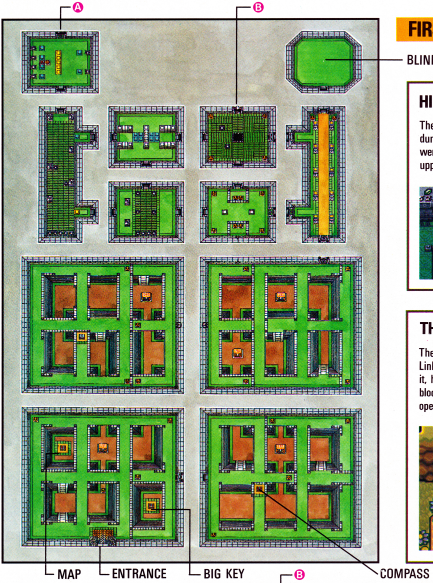
A CURIOUS CREATION

The huge statue guarding the entrance to the village dungeon scared away many villagers and village visitors. Those who were not frightened by the Gargoyle could open the dungeon's entrance with an act of incredible strength.

FIRST FLOOR

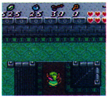


FIRST BASEMENT


A
B
BLIND THE THIEF
MAP
ENTRANCE
BIG KEY
COMPASS

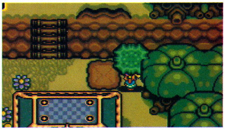
HIDDEN HALLWAYS

The four large chambers near the entrance to the dungeon were connected by many passages. Some were hidden by the walkways which lined the upper half of the chambers.

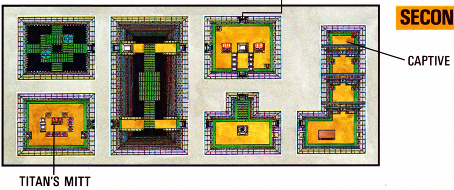


THE MIGHTY MITT

The Titan's Mitt from the thieves' dungeon allowed Link to lift large stones and huge steel blocks. With it, he was able to move heavy stones that had blocked access to some areas. In effect, the mitt opened whole new regions for exploration.



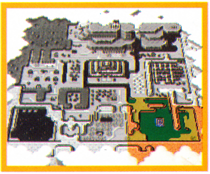
SECOND BASEMENT


B
CAPTIVE
TITAN'S MITT

Ice Lake

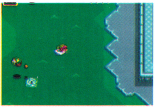
Adventures In The Ice And Snow

Ganon exercised his chilling powers by causing the lake in the southeast to freeze and by creating a storm cloud to cover the area with snow. It served adventurers of this region well to wear gear that would protect them from the elements.



COLD BLOODED CREATURES

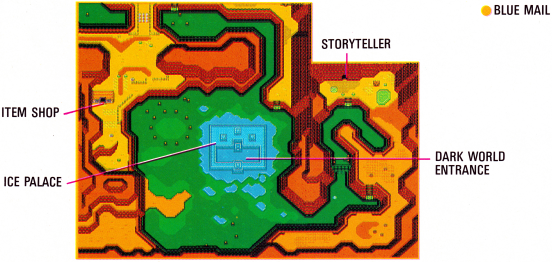
The creatures who survived the sudden change of weather were said to be very tough. Zirros and Pikits ruled on the land and a band of Zora's Spawn took over the cold waters of the lake. The subjects of the Golden Land who survived stayed in caves and buildings.



The creatures in this chilly region were hard to beat.

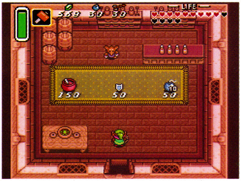
Link found a Faerie and a message from Sahasrahla in caves to the north.

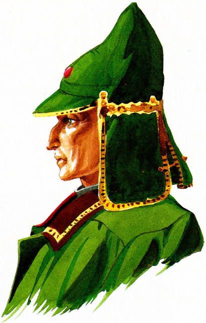
AN ARTIFACT FOUND IN THE ICE PALACE



ITEM SHOP

The Item Shop in this region was stocked with the standard goods. Adventurers in need of Potion, Bombs or a Shield could stock up here. The Potion was especially useful as enemies in this area were dangerous.



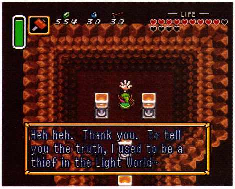


WHEN WINTER CAME TO HYRULE

The Hyrulians survived many cold winters by dressing warmly and staying inside. When Hyrulians had to venture out into the ice and snow, they would wear large caps to cover their heads and long ears.

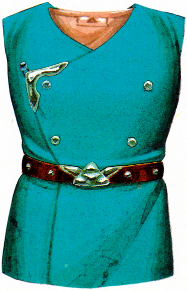
STORYTELLER

The odd creature in the cave on the northeast shore of the lake confessed to having been a former thief. For a price of 20 Rupees, he would tell visitors the story of another former thief.



Heh heh. Thank you. To tell you the truth, I used to be a thief in the Light World…

The inhabitant of this cave told people who were free with their Rupees about an old friend of his who could open locked Treasure Chests with ease.

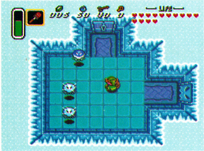


PROTECTIVE GEAR

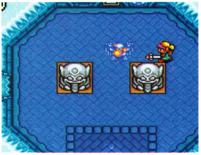
The Blue Mail, which could be found in the Ice Palace, is not only said to have kept adventurers warm, but it also protected them from the villains in the palace. It effectively doubled their resistance.

ICE PALACE

Since the Ice Palace was a very cold place and populated by creatures who were created by the magic of ice and snow, it only makes sense that a warm weapon would be quite useful. Those explorers who had command of the Fire Rod found this device to be very useful in the chambers of the Ice Palace. A supply of Potion was also good to have as the enemies were very strong and in large abundance. The villain, Kholdstare lurked deep in the palace dungeons.



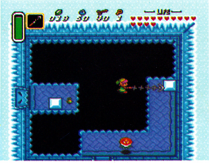
The Ice Palace was built where a Faerie once granted wishes, in the Pond of Happiness.



Some Ice Palace creatures could only be defeated by the powerful Fire Rod.

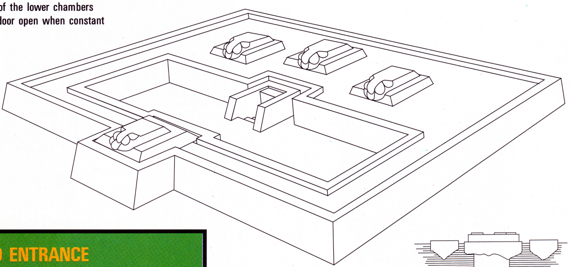
A BREAK IN THE ICE

The Ice Palace was carved out of a huge Iceberg. So, it was not uncommon for some of its passages to melt away. A Hookshot was a very important item to have in cases where the flooring had dissolved and nothing was left but a bottomless pit.



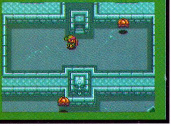
COLD CORRIDORS

The chambers of the Ice Palace proved to be quite a maze. Adventurers were particularly perplexed by a switch in the floor of one of the lower chambers which would only keep a door open when constant pressure was applied.

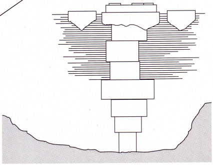


DARK WORLD ENTRANCE

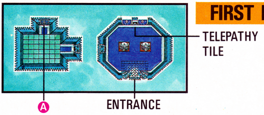
The only way to reach the Ice Palace was through a Warp Tile in the Light World. This magical entrance to the Dark World was located under a very heavy rock at the entrance to the Pond of Happiness.



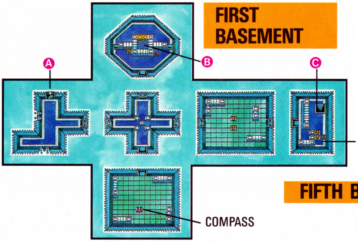
It is said that 90% of an iceberg is underwater. This was true in the case of the Ice Palace, as most of its chambers were well below the water line.



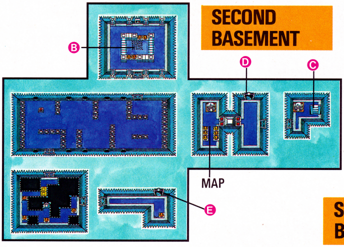
FIRST FLOOR


TELEPATHY TILE
A
ENTRANCE

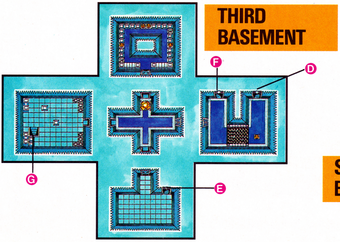
FIRST BASEMENT


A
B
C
BIG KEY
COMPASS

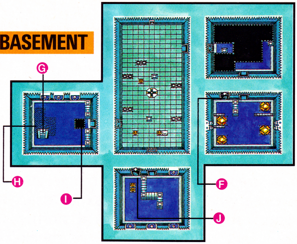
SECOND BASEMENT



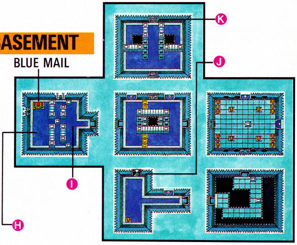
THIRD BASEMENT



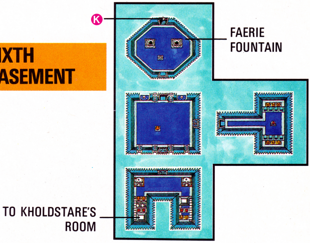
FOURTH BASEMENT



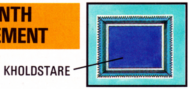
FIFTH BASEMENT


K
BLUE MAIL
J
I
H

SIXTH BASEMENT


K
FAERIE FOUNTAIN
TO KHOLDSTARE'S ROOM

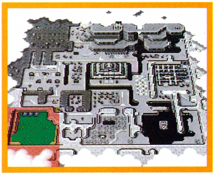
SEVENTH BASEMENT


KHOLDSTARE

Misery Mire

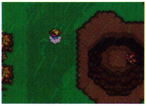
Battle In The Bog

Like the area surrounding the Ice Palace, this area was also changed drastically by Ganon's magic. While adventurers once had to cross what was known as the Desert of the Golden Land, they later found themselves in a stormy swamp, filled with creatures that would rise from the muck.

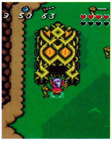


AN ISOLATED MARSH

In order to keep the waters of the swamp from spilling out into the Plains of Ruin, Ganon blocked the passages between the two areas with high bluffs. The only way to enter this area was through a Warp Tile in the Light World. In the northwest, near the palace, adventurers found two important caves.



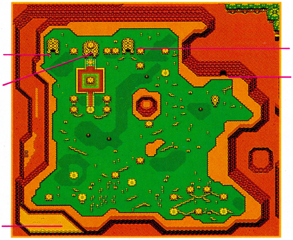
The marsh was overrun by swamp-dwelling creatures.



Those who explored the area near the Misery Maze entrance found places where they could add to or restore their energy.

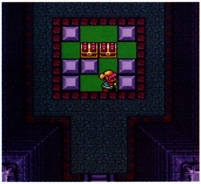
ARTIFACTS FOUND IN THE MIRE

- ● CANE OF SOMARIA
- ● A PIECE OF HEART



TREASURE CAVE

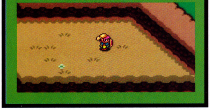
There were two caves in the vicinity of Misery Maze. The cave to the west held two Treasure Chests and several blocks. An intelligent explorer could figure out just exactly how to push the blocks in order to get to the Treasure Chests. It is believed that one of the chests held Rupees and the other one held a Piece of Heart.



The chests inside the Treasure Cave were surrounded by blocks.

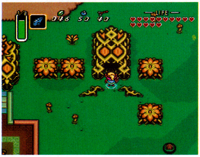
DARK WORLD ENTRANCE

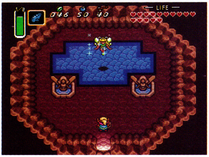
The only way for visitors to enter Misery Mire was through a Light World Warp Tile. It was located on a high bluff in the southwestern part of the desert.



FAERIE FOUNTAIN

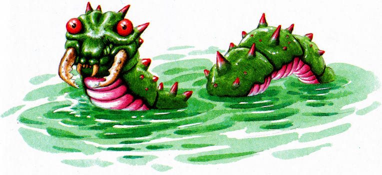
The cave which was located east of the Misery Mire entrance was a good place for explorers to rest and tend to their wounds. By drinking from the Faerie Fountain inside, they were rejuvenated and able to continue their journey. It was a convenient location for such a place.





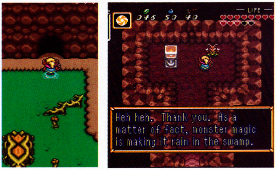
LIFE IN THE MIRE

The Swamolas of Misery Mire are believed to be cousins of the Lanmolas found in the Light World desert. Instead of the heat and sand of the desert though, these creatures were accustomed to mud and slime. They swam to the surface in order to collect food.



STORYTELLER

An odd creature in the cave on the northeast edge of the swamp told passersby about the entrance to Misery Maze. He would say that only someone with control over the elements could enter the dungeon. Such control is said to have been possible through use of the Ether Medallion.

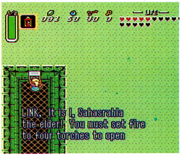


Heh heh. Thank you. As a matter of fact, monster magic is making it rain in the swamp.

The cave dweller of Misery Mire told adventurers what they must do in order to enter the dungeon.

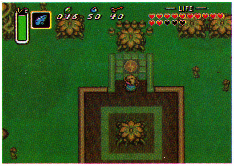
MISERY MAZE

The labyrinth under Misery Mire was sealed by the same magic that created the wind and the rain in the swamp. The first hero ever to explore this maze is said to have been the legendary Link. While standing on the lightning bolt symbol near the cave entrance, Link called upon the magic of the Ether Medallion, causing the clouds to vanish and the dungeon entrance to rise from the swamp.

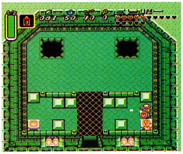


LINK, It is I, Sahasrahla the elder! You must set fire to four torches to open

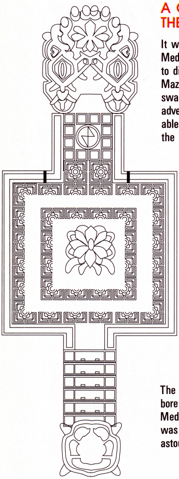
Inside Misery Maze, Link received a clue about the connection between several torches in the maze and a door that would not open.



As long as rain clouds hovered over Misery Mire, the entrance to Misery Maze would be sealed.



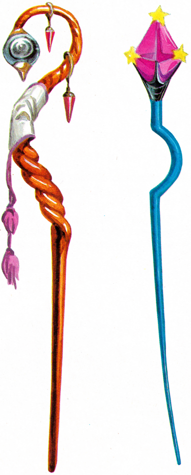
By lighting all of the Lamps in two connecting rooms, Link was able to open the door to the room holding the maze's Big Key.



A CHANGE IN THE WEATHER

It was the magic of the Ether Medallion that caused the clouds to disappear and the Misery Maze entrance to rise from the swamp. Link and other adventurers to follow were then able to explore the passages of the maze.

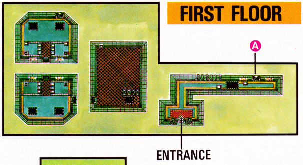
The tile near the dungeon's entrance bore the same symbol as the Ether Medallion. When the magic of Ether was used there, the results were astounding.



CANE MAGIC

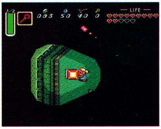
According to Hylian lore, those who practiced the powers of magic used their Canes for more than just support. Some Canes were created to protect their owners from harmful objects or to aid them in exploring challenging passages. It is believed that two such Canes were hidden in the Dark World. They were the Canes of Somaria and Byrna.

FIRST FLOOR

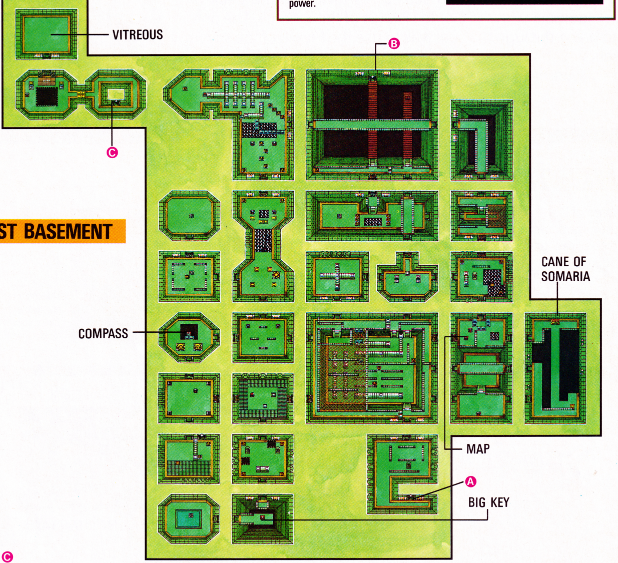


CANE OF SOMARIA

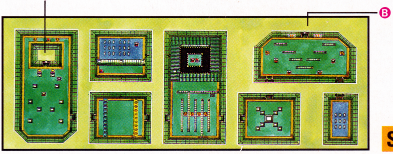
The magical Cane of Somaria gave those who possessed it the power to create Blocks out of thin air. The Blocks could be used to push switches on dungeon floors or to help adventurers find safe passage over invisible paths. It is said to have used quite a bit of magical power.



FIRST BASEMENT


VITREOUS
B
C
CANE OF SOMARIA
COMPASS
MAP
A
BIG KEY

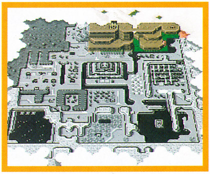
SECOND BASEMENT



Death Mountain

Seven Crystals Break The Seal

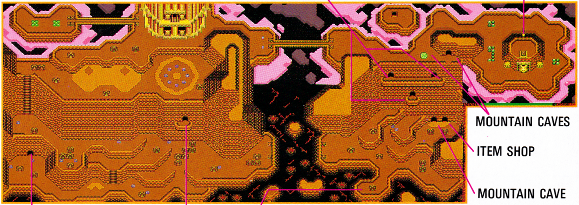
According to legend, Ganon sealed his tower on the peak of Death Mountain with the Golden Magic of the Triforce. The only way to break through the seal was to use the magic of the seven Crystals which were scattered throughout the land. One of the Crystals was hidden in Turtle Rock.



A MULTITUDE OF MAZES

The caves of Death Mountain led to many mysterious passages. Some adventurers left with valuable treasures and magical items while others were lost forever in the winding passages and bottomless pits. The only way for explorers to enter some caves, which were carved in the side of the mountain, was to position themselves above the cave entrances and to take a leap of faith.

The creatures who guarded Gannon's Tower were a menace to explorers.

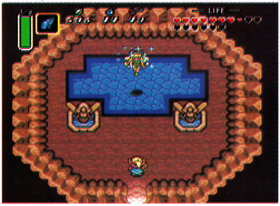

GANON'S TOWER
DUNGEON ENTRANCES
TURTLE ROCK
MOUNTAIN CAVES
ITEM SHOP
MOUNTAIN CAVE
FAERIE FOUNTAIN
TREASURE CAVE
DARK WORLD ENTRANCE

ARTIFACTS FOUND ON DEATH MOUNTAIN

- ● CANE OF BYRNA
- ● MIRROR SHIELD
- ● RED MAIL

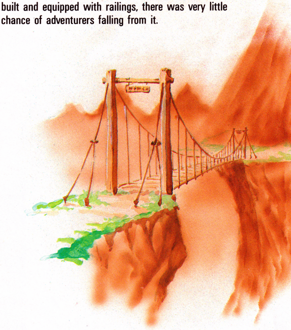
FAERIE FOUNTAIN

The Faerie at the foot of Death Mountain provided explorers with a last chance to re-energize before they faced the dangers of the climb ahead. The services of the Faerie were often used, as the area was prone to damaging rock avalanches.



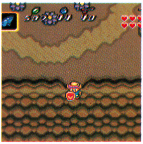
SUSPENSION BRIDGE

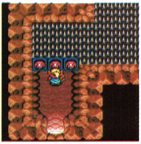
Since the bridge on Death Mountain was sturdily built and equipped with railings, there was very little chance of adventurers falling from it.



TREASURE CAVE

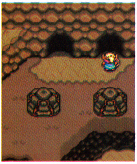
The cave built into the cliff of western Death Mountain was only accessible to those who leapt off of the ledge above it. Inside, the floor of the cave was covered with spikes. If adventurers dared to brave this dangerous trap, they would be rewarded with the Cane of Byrna, an artifact which protected magic users from the spikes.

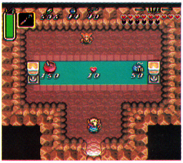




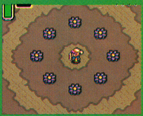
ITEM SHOP

Once again, Red Potion, small Shields and Bombs were available at this typical Dark World item shop. The prices were said to be the same as in the other shops in Ganon's kingdom.

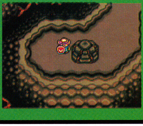




DARK WORLD ENTRANCES



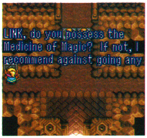
Both Ganon and Link first entered the Dark World through a Warp Tile that was surrounded by a ring of bushes near the peak of Death Mountain.



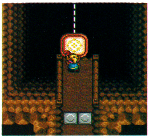
A Warp Tile in the southeast section of Death Mountain in the Light World allowed explorers to wander around the same area in the Dark World.

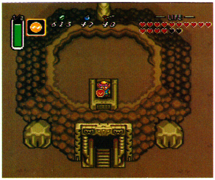
TURTLE ROCK

The huge Turtle Rock dungeon was carved deep into the core of eastern Death Mountain. Its four floors were riddled with puzzling traps and bottomless pits. It is said that only those who possessed the Cane of Somaria could float over the wide pits in many of the dungeon's chambers. The Fire Rod and the Ice Rod were also essential equipment for fighting the Trinexx which lurked in the dungeon's lowest level. This dungeon is said to be where Zelda was held prisoner.


LINK, do you possess the Medicine of Magic? If not, I recommend against going any

Link received a message after entering the dungeon.

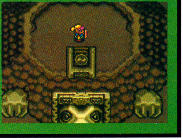

The Cane of Somaria was essential for dungeon explorers.



Turtle Rock was carved into the shape of a huge turtle by inhabitants of the Golden Land, before Ganon took over.

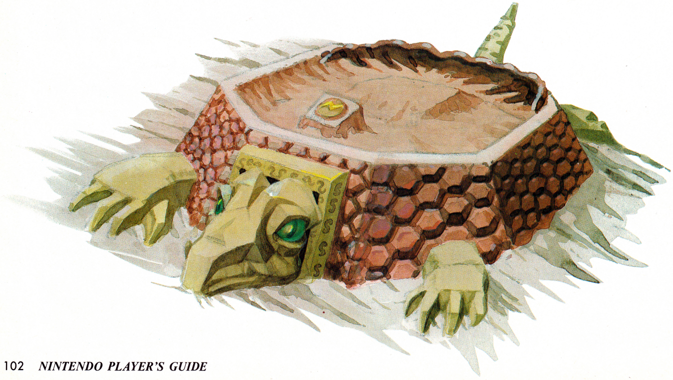
DARK WORLD ENTRANCE

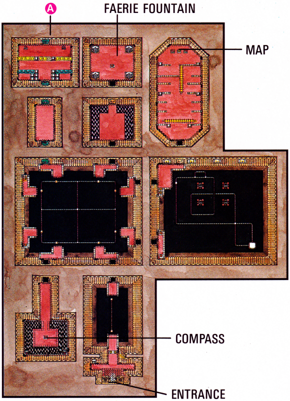
The only way to enter the isolated area of Turtle Rock was through a Warp Tile in the Light World. The Warp Tile was found on top of a similarly shaped rock. Adventurers discovered it by hitting the wooden spikes on the rock in a counter-clockwise pattern.



THE SHELL OPENED

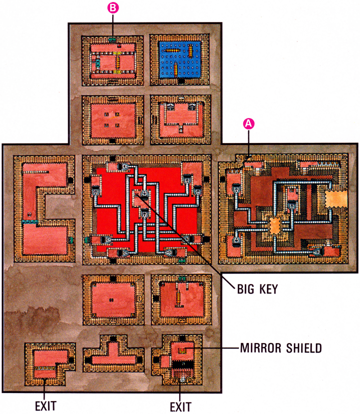
Like the Misery Maze, Turtle Rock was closed by a magical seal. Only someone with a particular medallion could conjure up the magic needed to break the seal. It is said that when this magic was used, the head of the turtle disappeared to reveal the entrance to the dungeon.



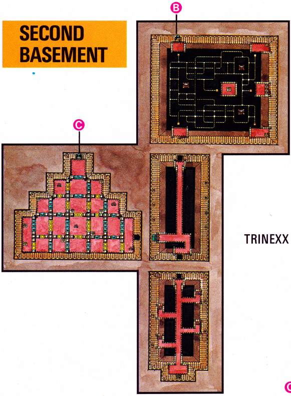

A
FAERIE FOUNTAIN
MAP
COMPASS
ENTRANCE

FIRST FLOOR

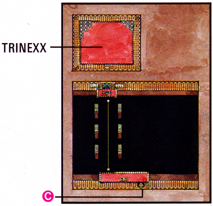
FIRST BASEMENT


B
A
BIG KEY
MIRROR SHIELD
EXIT
EXIT

SECOND BASEMENT

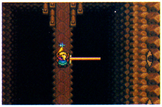


THIRD BASEMENT



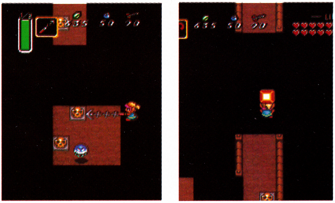
EYE BEAM ALERT

Those who explored Turtle Rock Dungeon told stories of eye-shaped holes in the walls that emitted deadly beams. Usually, the only way to counteract the power of the beams was to use the reflective Mirror Shield. One such hole was situated over a door which only opened when adventurers looked away. In order to go through the opening, they had to walk backwards.

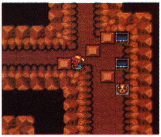


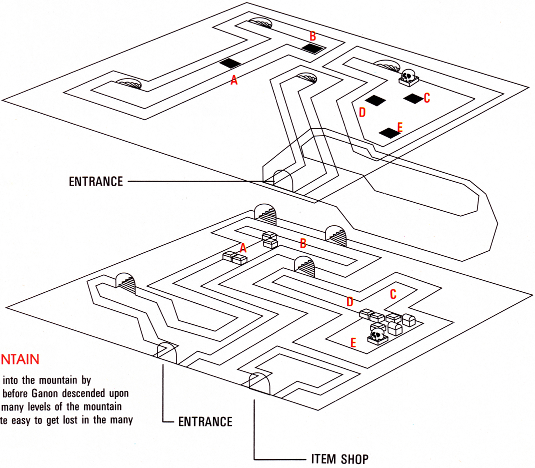
MOUNTAIN CAVE

Between the entrance to Turtle Rock Dungeon and Ganon's Tower was a large, airy cave with both visible and invisible paths. Explorers crossed the gaps by using two different methods. If there was an object, such as a Pot, on the other side, they could use the Hook Shot to grapple across. If invisible paths were a possibility, explorers would set down Blocks with the Cane of Somaria or use Ether Magic in order to detect safe places to walk. Those who did manage to cross the gaps were rewarded by finding Hearts and Faeries.



The Hook Shot and Cane of Somaria were useful equipment for explorers in the Mountain Cave.



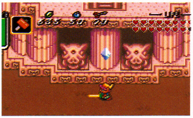


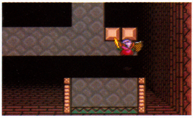
THE CORE OF THE MOUNTAIN

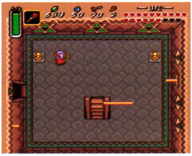
A network of passages were carved into the mountain by inhabitants of the Golden Land long before Ganon descended upon this world. The passages connected many levels of the mountain through stairs and holes. It was quite easy to get lost in the many overlapping corridors.

GANON'S TOWER

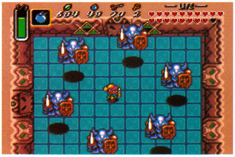
This impressive structure is said to be where Ganon spent most of his evil reign over the Dark World. Legend says that Link broke the seal of the tower after collecting the seven Crystals which Ganon had hidden in the dungeons of the Dark World. The seven maidens held captive in the Crystals magically made the seal disappear. Link was then free to explore the tower and search for Ganon. But he wouldn't find this master of evil until after he survived battles with four creatures that he had already encountered in the Light World. Link's long journey was close to completion.



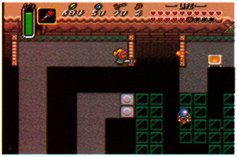




Link found that there was only one way to go-straight up.



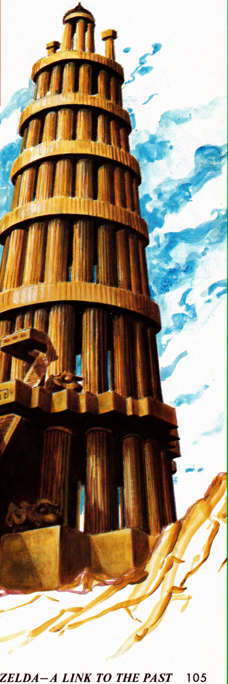
The Armos Knights were among the Light World enemies that Link encountered in the tower.



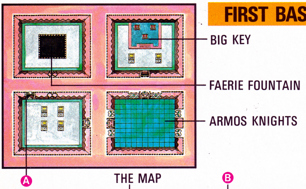
Invisible floors could be detected by using the flame of Dungeon Torches, Ether Magic or Somarian Blocks.

A LONG CLIMB TO THE TOP

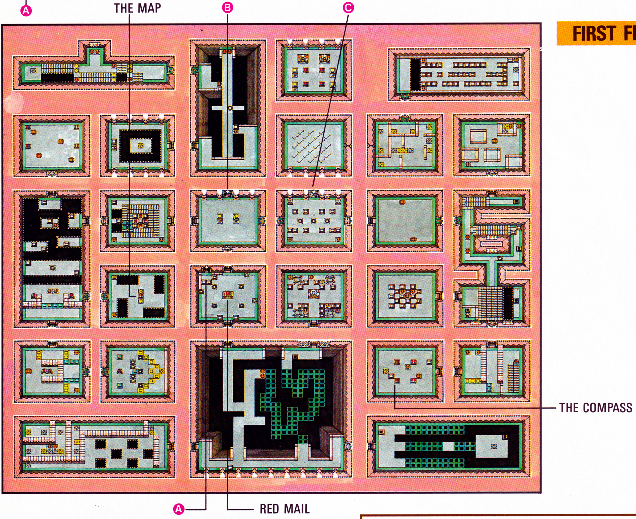
Ganon used all of his evil powers to make the tower a nightmare for heroic explorers. The traps, enemies and puzzles in this structure were among the most challenging in the land. Only a determined adventurer would make his way to the top.



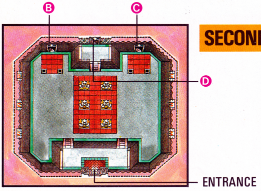
FIRST BASEMENT


BIG KEY
FAERIE FOUNTAIN
ARMOS KNIGHTS
A

FIRST FLOOR

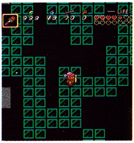

THE MAP
B
C
THE COMPASS
A
RED MAIL

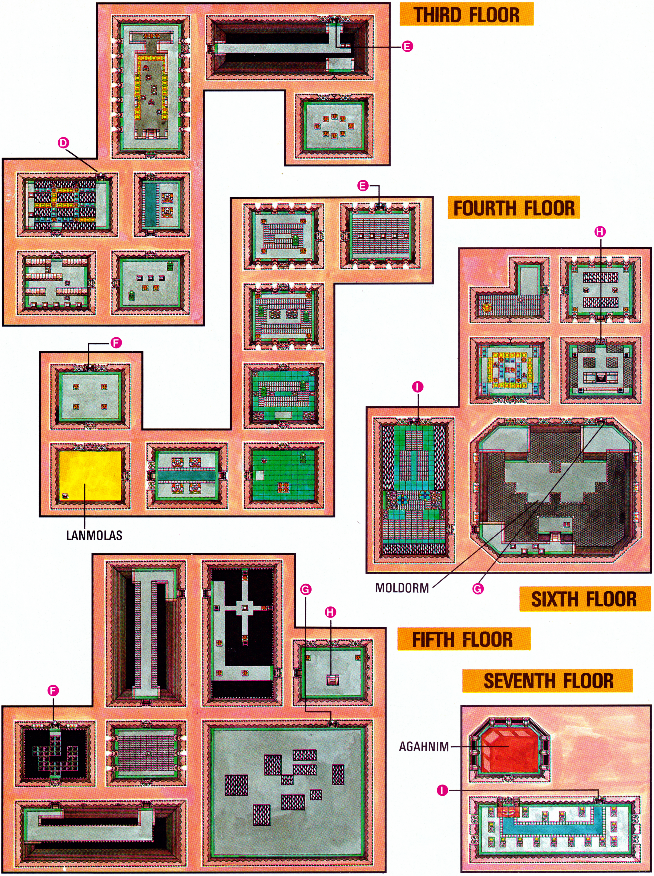
SECOND FLOOR


B
C
D
ENTRANCE

OVER THE INVISIBLE FLOOR

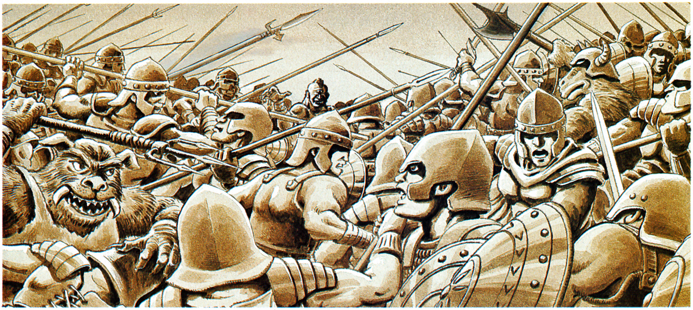
A large chamber on the first floor had invisible flooring. Link could only be sure that he was about to walk on solid ground by pushing a Block in front of him. He created the Blocks with the Cane of Somaria. When Link was within range of the Torch on the north end of the room, he used the Firerod to light the Torch, illuminating the path.




THIRD FLOOR
E
D
FOURTH FLOOR
E
H
F
I
LANMOLAS
MOLDORM
G
SIXTH FLOOR
G
H
FIFTH FLOOR
SEVENTH FLOOR
F
AGAHNIM
I

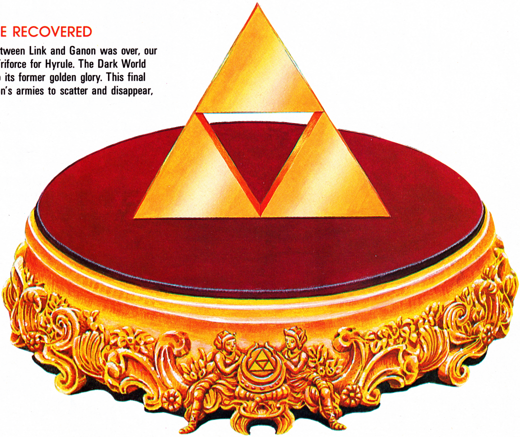
BATTLE FOR THE TRIFORCE

In contrast to the massed armies that clashed in the bloody Imprisoning War of years past, the Legendary Hero, Link, was alone in battling the forces of evil atop the Dark World Tower. Failure would have allowed Ganon's armies to sweep into the Light World unopposed, for Agahnim's Magic, bolstered by the power of the Triforce, still controlled the Hyrulian army.



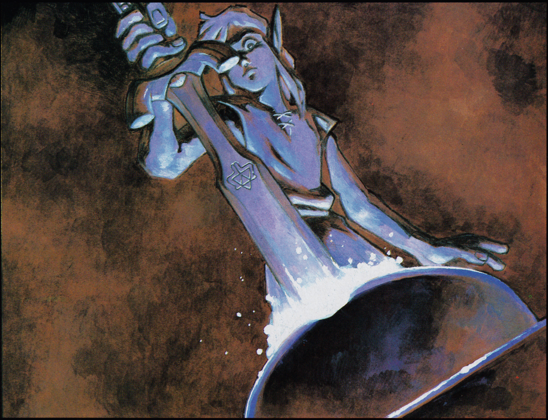
THE TRIFORCE RECOVERED

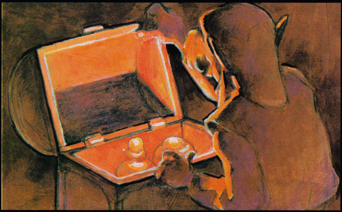
When the battle between Link and Ganon was over, our hero regained the Triforce for Hyrule. The Dark World was transformed to its former golden glory. This final action caused Ganon's armies to scatter and disappear, never to return.



Link's Journey

There's a Sword stuck in a stone, but you can't get it out. What do you do? The following chapter chronicles how Link overcame such obstacles.





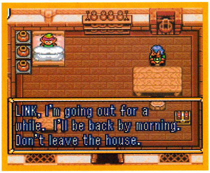
Link's Journey leads you to the answers to the most difficult questions, like "where do I find the Magic Hammer?"

See how Link solved the ancient riddles of entering the dungeons, then follow in his footsteps and delve into the darkness.

The Road to Agahnim

A Cry In The Dark

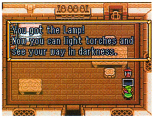
The first portion of Link's Journey covers the difficulties our hero experienced between the time he left his home and the fateful encounter with Agahnim. No part of the journey proved to be easy, but the selected accounts printed here cover the most mystifying stages and puzzles.



LINK, I'm going out for a while. I'll be back by morning. Don't leave the house.

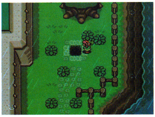
LEAVING HOME

Link heard words in the darkness; a plea from Zelda who was being held captive. He woke suddenly and noticed his uncle sheathing his Sword. The old warrior looked grim. When his uncle was gone, Link opened the Chest in the corner and took out the Lamp. Outside in a driving storm, Link heard another telepathic message alerting him to a secret entrance outside the castle walls. He crossed the moat, then followed a path of stones until it led to a bush. With a mighty heave, Link pulled up the bush, revealing the secret entrance.



You got the Lamp! Now you can light torches and see your way in darkness.

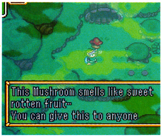
Before leaving home, Link took a Lamp from a Chest in the corner.



Link yanked the bush from the ground, revealing a dark hole.

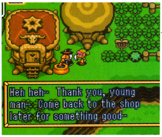
THE WITCH AND THE MUSHROOM

In the Lost Woods, Link found a giant Mushroom that smelled like sweet, rotten fruit. There was something magical about it, something valuable. Finally, he gave it to the Witch who lived near the Waterfall of Wishing. With the Mushroom, she made Magic Powder and later gave some of it to Link.



This Mushroom smells like sweet rotten fruit…
You can give this to anyone

He entered the Lost Woods and headed toward the dark center.

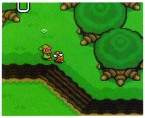


Heh heh… Thank you, young man… Come back to the shop later for something good…

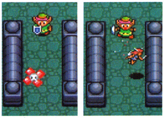
Once she had the Mushroom, the Witch made Link wait for the Powder.

MUSHROOM POWER

Link learned that Magic Powder could be used in strange ways. The Buzzblob would be turned into a Potatohead by a sprinkle of Powder. Fire Faeries also proved to be susceptible to Powder. One sprinkle would turn them into real Faeries.



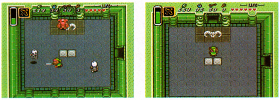
Potatoheads could be defeated by using a Sword.



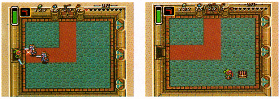
Fire Faeries became useful Faeries when dusted with Magic Powder.

OPENING DOORS

Link quickly learned that there were two main types of doors: those that were locked and required a key, and those that opened with a trigger. In some cases, he had to defeat all the foes in a chamber before the door opened or a key appeared. Sometimes Link had to search for a switch then step on it to activate the door. Whenever he didn't know what sort of door it was, he defeated all the enemies in the room first, then waited to see what would happen.



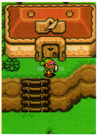
Finishing off the enemies in the room sometimes opened a Shutter Door.



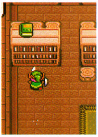
Link cleared the room of enemies to make the Key Chest appear.

THE BOOK ON THE SHELF

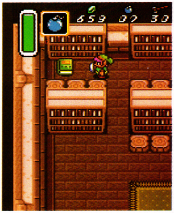
When Link first entered the House of Books, he had not yet cleared the Eastern Palace. Upon a high bookshelf he saw a single book with a green cover, but there was no way to reach it. After finishing the Eastern Palace and receiving the Pegasus Shoes from Sahasrahla, Link returned. Again he tried everything he could think of to reach the book. Finally, in desperation, he made a last mad Dash. The Pegasus Shoes propelled him so fast that he Dashed into the bookshelf, and the impact jarred the book loose from the shelf. He picked it up. It was the Book of Mudora, which could be used to translate ancient Hylian texts.



The secret of the House of Books long eluded Link.



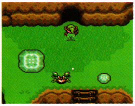
He had no idea how to reach the book on the top shelf.

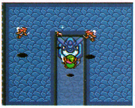


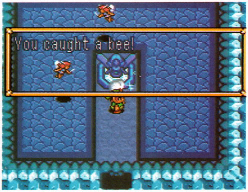
Once Link had the Pegasus Shoes, he Dashed at the bookshelf and the book fell to the floor. Link used the book to translate ancient writing.

LINK THE BEE-KEEPER

There was a tale in Hyrule of a Good Bee that fought beside its master. After a battle, unlike other bees, the Good Bee waited until it was netted and returned to its Bottle. Link discovered the Good Bee in the Ice Cave on the eastern shore of Lake Hylia by using his Dash Bash against the statue of the Faerie. If the Bee was lost, it would return to the Ice Cave.





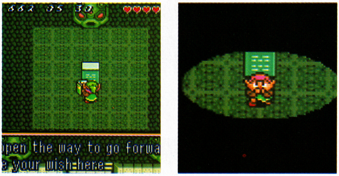


You caught a bee!

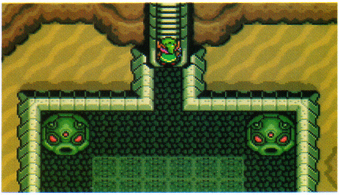
In the Ice Cave, Link Dashed into the statue of the Faerie to release the Good Bee. Link carried the bee in a Bottle, releasing it during battle.

THE MYSTERY OF THE DESERT PALACE

Getting into the Eastern Palace had presented no problem for Link, but when he reached the entrance of the Desert Palace, he saw that he had his work cut out for him. A giant stone head blocked the steps to the entrance. In the middle of the plaza stood a stone on which ancient Hylian script was carved. Link couldn't understand a word, but he remembered that with the Book of Mudora he should be able to translate the text. As he took out the Book, suddenly the sky went dark, then the stone head shook as if struck by an earthquake and it slid away. The Desert Palace lay open.



Seeing the Hylian script on the stone, Link brought out the Book of Mudora and made the Wish of Opening. Suddenly, everything went dark.



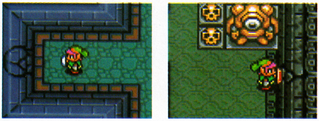
When the stone head moved, Link climbed the steps and found the door to the palace open. Behind him, though, the stone head blocked the exit once again.

THE LIGHT OF REASON

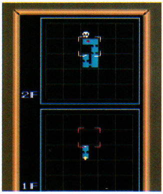
Link explored every room in the Desert Palace, then came to a dead end. The Map showed the Palace Guardians behind a wall, but no way to reach them. Besides a Rocklops, he noticed four unlit torches in the room. Using his lamp, Link lit the torches, even though the room was already well illuminated. Suddenly, a door opened in the wall and Link could reach the Lanmolas.

THE WALLS TELL TALES

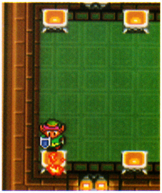
Link found two types of walls that could be torn down. The most solid walls showed a few cracks and could be broken only by using a Bomb. Other walls showed the outline of a hole and could be opened by a Dash Bash or by using a Bomb.



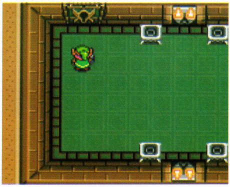
Walls that show door outlines can be broken using the Dash Bash or Bombs. Cracked walls and floors must be Bombed open.



The Map showed the Dungeon Guardian hiding behind the wall, but there was no way for Link to get in.



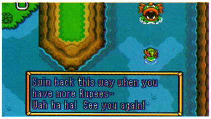
Link tried everything to get into the hidden room, including lighting the four floor torches.

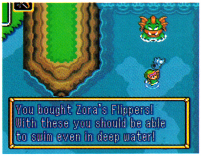


Only when all four torches were lit was Link able to enter the final room and attack the Lanmolas.

AT THE POOL OF ZORA

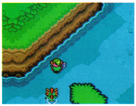
After braving the currents of the river and the attacks of Zora's Spawn, Link reached a pond beneath a waterfall in the far northeastern corner of Hyrule. A monster named Zora appeared and offered to sell Link a pair of Fins for swimming in deep water. The price of 500 Rupees seemed steep, but Link paid, knowing that he would need the Fins to reach the islands in Lake Hylia.

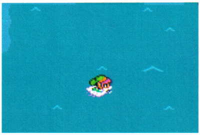

Swim back this way when you
have more Rupees—
Wah ha ha! See you again!


You bought Zora's Flippers!
With these you should be able
to swim even in deep water!

LINK THE INVINCIBLE

Before he had the Fins, Link was automatically thrown out of deep water areas of lakes and rivers whenever he jumped into them. He always found himself cast back onto the land where he would become invincible to attack for a short time. Link used this trick to avoid injury when fighting on the shore.

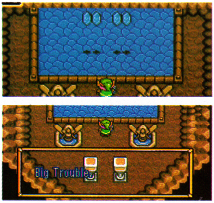




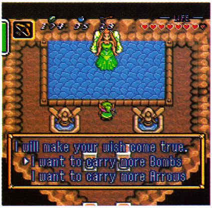
Once Link bought the Fins for 500 Rupees from Zora, he was able to swim in the deep areas of lakes and rivers.

THE FOUNTAIN OF HAPPINESS

Link often wondered what was on the large island in Lake Hylia, for it was rumored to be a place of magic. Once he had the Fins, he plunged into the water and swam to the island. There he found a cave, and in it a pond. When he approached the pond and peered in, he received a message. This was the Pond of Happiness where travelers threw Rupees into the water in hope of receiving a prize. Link threw 50 Rupees into the pond and received another strange message. Again he threw in 50 Rupees. This time a Faerie appeared and offered to give him the capacity to carry more Bombs or Arrows. Link returned often, boosting both his Bomb and Arrow holding capacities.

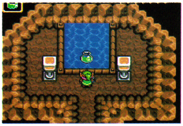

Big Trouble

Link found that the more Rupees he threw in, the better his chances of seeing the Faerie.


I will make your wish come true.
▸I want to carry more Bombs
I want to carry more Arrows

FREE FILL UP

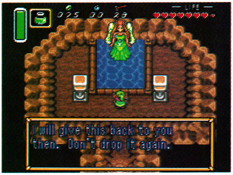
Link found a second helpful Faerie behind the Waterfall of Wishing. He swam through the falls where he discovered a cave and a pond. When Link threw an empty Bottle into the pond, a Faerie appeared and returned the Bottle, but now it was filled with Green Magic Potion.



The empty Bottle was returned full of Magic Potion.

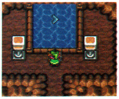
FAITH AND COURTESY AT THE WATERFALL OF WISHING

Northeast of the Witch's House, Link found the Waterfall of Wishing. He pushed through the waterfall and discovered a pond in a cave. Link threw many items into the pond, not knowing what to expect, but a Faerie appeared and returned them. Finally, he tossed in the Boomerang and the Faerie gave him a better, magic Boomerang. The same thing happened when he tossed in the Shield.

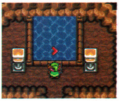


I will give this back to you then. Don't drop it again.

When the Faerie appeared, Link answered her question truthfully and earned a reward.



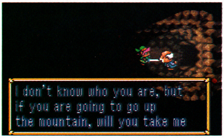
Link got back the items he threw into the Mysterious Pond.



Some items, like the Boomerang, were improved.

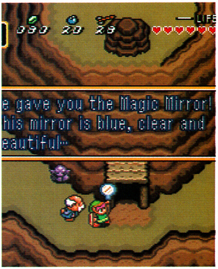
THE LONELY TUNNEL

The sign outside the Mountain Tunnel forbade travelers to pass unless they had permission from the King. Knowing that the King had been deposed by Agahnim, Link forged ahead, pulled up the big stone that blocked the path and entered the tunnel. Inside, he found an Old Man who needed help. He showed him to a cave further up the mountain where the Old Man gave Link the Magic Mirror. The Mirror was used for warping to the Light World from the Dark World or to the beginning of a dungeon.



I don't know who you are, but if you are going to go up the mountain, will you take me

Boldly, Link passed into the Mountain Tunnel where he found an Old Man in need of help. He led the man through the darkness to another cave.

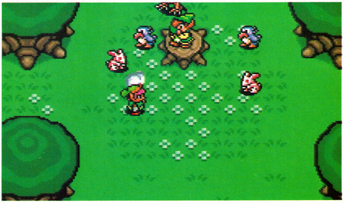


e gave you the Magic Mirror! his mirror is blue, clear and eautiful…

The Old Man gave Link the Magic Mirror in thanks for his help.

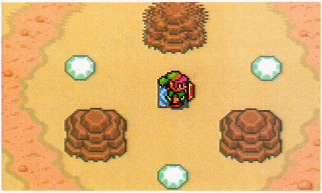
THE BEASTS OF THE HAUNTED GROVE

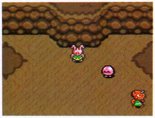
One day, Link ran into the Haunted Grove to escape some of Agahnim's soldiers. There he found one of the strangest sights he had ever seen in Hyrule. A ghost-like boy sat on a stump playing a flute. Surrounding the boy was a host of animals. When Link approached, the animals ran away and the boy vanished. Try as he would, Link could not talk to the boy or catch the animals. He tried using the Bug-catching Net and other items, all to no avail. Eventually, he left, but later in his journey he learned that the boy and creatures were ghosts and couldn't be caught.



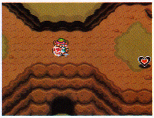
SPECTACLE ROCK AND THE MOUNTAIN TOWER

When Link reached the top of Death Mountain, he discovered that there was no way to reach the Mountain Tower. He found a circle of stones surrounding a Warp Tile to the dark dimension where he turned into a helpless rabbit. To the left of the place where he appeared in the Dark World, Link found a patch of ground that looked like a pair of spectacles. Here he used the Magic Mirror to warp back to the Light World. Jumping off the upper side of Spectacle Rock, he could now reach the Mountain Tower.

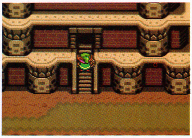




Link used the Magic Mirror when he was on the Spectacle Rock formation in the Dark World.



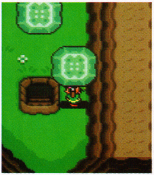
By jumping off the upper side of Spectacle Rock in the Light World, Link reached the Tower.



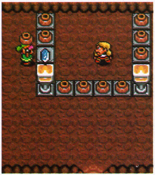
Link had to enter the Mountain Tower in order to get the final Pendant and the Moon Pearl.

FAST MONEY

Other than the wise man, Aginah, Link had found little of interest in the canyon area until he lifted up a big stone and discovered a tunnel underneath. Inside was a man and ten jars filled with Blue Crystals worth five Rupees each. Link learned that he could collect all the Rupees, leave, then return and collect them over and over again. He often went to that place when he needed money to buy Potions, Bombs or an expensive item like Zora's Flippers.



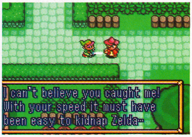
Link picked up the large stone and discovered the entrance to the Rupee Room of Riches.



Link returned again and again to collect Rupees from the Jars.

THE RUNNING MAN

On Link's first trip to Kakariko Village, he saw a man standing in the path outside a house filled with chickens. He approached the fellow, but the man ran away. Only after winning the Pegasus Shoes could he catch the Running Man and make him talk. In this way, Link learned to collect things by Dash Bashing trees.

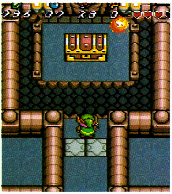


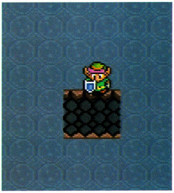
I can't believe you caught me! With your speed it must have been easy to kidnap Zelda–

Link learned how to knock items out of trees using the Dash Bash.

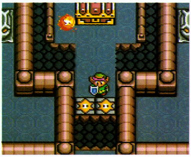
THE FALL OF THE MOON PEARL

On the fourth floor of the Mountain Tower, Link pulled a lever and received a message from Sahasrahla telling him to collect the Moon Pearl. Alas, the Treasure Chest that held the magical item was blocked off by a hole in the floor. He continued up to the fifth floor and discovered many holes there, as well. By stepping on the Star Switch on the left, he made a new hole appear above the Bumper in the middle of the room. Then, from the top side of the hole, he jumped down to the platform with the Treasure Chest and retrieved the Moon Pearl. With the Moon Pearl, Link retained his shape in the Dark World.

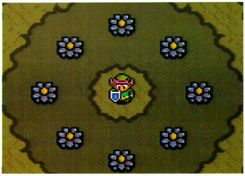




Link climbed to the fifth floor and activated the Star Switch to create a new hole.

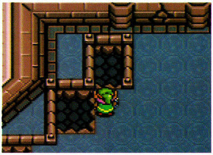


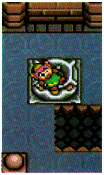
To reach the Chest, Link had to jump from the top side of the new hole.

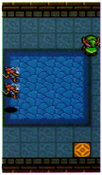


FAERIES IN THE DEPTHS

The fifth floor of the Mountain Tower contained a surprise for Link. While battling one of the creatures in the room, he was pushed into the top, left hole in the floor. He fell a long way, and when he finally landed, Link found himself in a Faerie pond room. The Faeries restored his power and he took a Warp Tile back to the fifth floor. Learning about the Faerie room was a big help during the battle with Moldorm on the sixth floor.



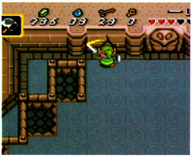




Only the top hole shown above led to the Faerie pond where Link could restore power. Falling was the only way to reach it.

THE SOUNDS OF STONE

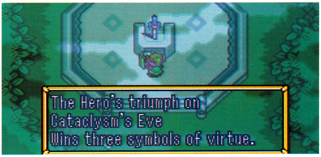
Link inspected walls by tapping them with the tip of his Sword. (Hold the B Button and push against an object to hear its sound.) Most walls, and most other objects in Hyrule, made a distinctive metallic sound when tapped, but walls that hid doorways made a more hollow sound. Since not all cracked walls contained hidden doors, this was a good method for testing which walls might be breached with Bombs.



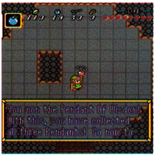
Link learned to hold his Sword straight out and tap a wall to hear if it was solid or hollow.

LINK AND THE MASTER SWORD

Link heard tales of the power of the legendary Master Sword and knew that he needed it to fulfill his quest. Back in the time of the Imprisoning Wars, the people of Hyrule had forged a Sword that could withstand the forces of magic. One had to be pure of heart to wield the blade. Sahasrahla, the village elder, instructed Link on how to obtain the Master Sword. He said that only a hero who had collected the three Pendants would take the Master Sword. Later during his journey, but before he had gathered the three pendants, Link found the Master Sword in the Lost Woods. It was planted in a stone with mysterious Hylian script on it. After defeating Moldorm in the Mountain Tower, he returned to the forest grove and claimed the Master Sword. Now he continued with his quest to seek out and destroy the evil power in Hyrule Castle, the wizard known as Agahnim.

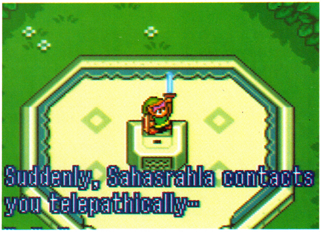

The Hero's triumph on
Cataclysm's Eve
Wins three symbols of virtue.

Link found the Pendants in the Eastern Palace, Desert Palace and Mountain Tower.



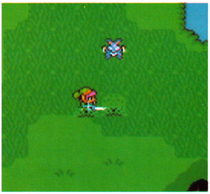
You won the Pendant Of Wisdom!
With this, you have collected
all three Pendants! Go now to

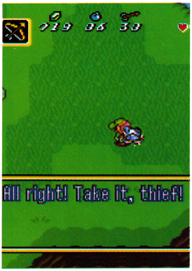
Link won the third Pendant.


Suddenly, Sahasrahla contacts
you telepathically—

TREASURE FROM THE ENEMY

In the Great Swamp region of the Light World, Link found many foes hiding in the tall grasses. One of the inhabitants of this region is a jumping hare that hoards items. Link learned to cut the grass beneath a hare when it jumped up, then capture it. A hare, once caught, gave Link all its worldly belongings, including Rupees and other cheap items. Later in his journey, however, Link found that all the hares were gone. No one knew where they went.

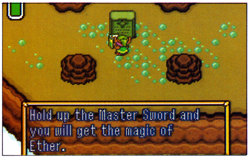

Link collected items from the hares in the Great Swamp grasses. By cutting the grass under a hare when it jumped up, he deprived the creature of a place to hide. Once he grabbed the animal, he received a gift.



All right! Take it, thief!

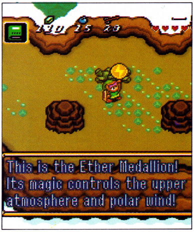
DISCOVERY OF THE ETHER

A bridge stretched from the west of the Mountain Tower to an island in the clouds. Crossing the bridge after defeating Moldorm, Link found a green monument with Hylian script. The message said that he should return when he had the Master Sword. Link followed this advice, returning after his visit to the Lost Woods. This time the monument yielded up the powerful magic spell of Ether, and then the monument crumbled. Link used the Ether magic to open dungeons in later stages of his epic quest.



Hold up the Master Sword and you will get the magic of Ether.

The Mudoran monument west of the Mountain Tower held a secret.

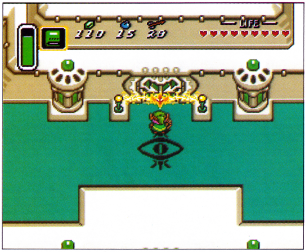


This is the Ether Medallion! Its magic controls the upper atmosphere and polar wind!

Link returned with the Master Sword and took the Ether.

BREAKING AND ENTERING AT AGAHNIM'S TOWER

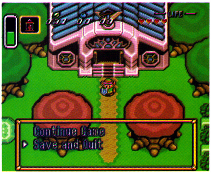
Early in his adventure, Link had stormed Hyrule Castle to save Princess Zelda. During that time he discovered a door on the roof that was barred by a bolt of lightning. He tried different ways to break the Lightning Lock, but failed. After fulfilling the first part of his quest, Link returned to the roof and struck the Lightning Lock with the Master Sword. The lightning vanished. Aganhim's Tower lay open.



Link broke the Lightning Lock on Aganhim's Tower with one stroke of the Master Sword.

FAST FINISH

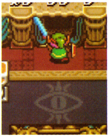
Although one could spend years searching out the secrets of Hyrule and the Dark World, it is said that Link could have finished his journey in as few as three hours. Link could always rest during his adventure and continue later by saving the game. Because he could then continue in one of three locations; his house, Sanctuary and the mountain cave, this could also be used as a short-cut when traveling across Hyrule. Some of the magic items were not needed to finish the quest: the Cane of Byrna, the Cape, Bombos and the Magic Powder. Also, the Legendary Hero did not need to find every Piece of Heart. The time spent searching out these useful but unnecessary items could have been used to quickly reach the final battle with Ganon.



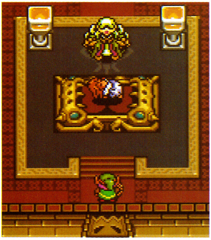
To quickly go from one place to another before you have the Flute, save your game and continue in a closer location.

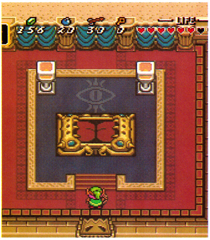
AGAHNIM EXPOSED!

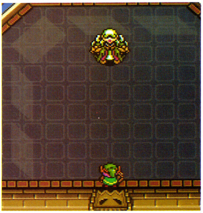
After struggling up the many floors of Agahnim's Tower, Link stumbled upon Agahnim, who was holding Princess Zelda captive. With a magic spell, the evil wizard transported the Princess to an unknown dimension, then he also vanished from the room. Alone in the throne room, Link pondered his next step. The walls were cloaked with heavy drapes. He swiped at one with his Sword and revealed a door. In the next room, he faced Agahnim once more. A door hidden behind curtains didn't seem quite as magical to Link as had the disappearing act. Perhaps the wizard's power wasn't so great after all.



The drapes couldn't conceal their secret from Link and his Sword.



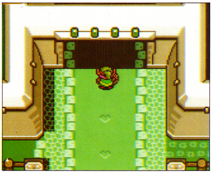




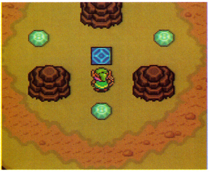
The hidden door led to Agahnim's room where Link and the wizard fought.

PORTALS TO THE DARK SIDE

As Link pursued the forces of evil in both the Light and Dark Worlds, he found several ways of passing back and forth between the two dimensions. From the Dark World, all he had to do was use the Magic Mirror to return to the Light World. Transporting in the other direction was more difficult. After beating Agahnim, whenever Link passed beneath the Castle Gate he would be transported. The Warp Tiles, like the one on top of Death Mountain, provided the other link to the dark side.



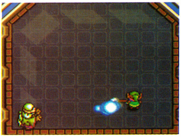
When Link was in the vicinity of the Castle, he used the gate to warp to the Dark World.



Many Warp Tiles to the Dark World were cunningly hidden under stones.

REFLECTIONS ON A BUG-CATCHING NET

During the battle with Agahnim, Link mistakenly drew the Bug-catching Net from his bag of goods. He found himself batting at the wizard's spells with the Net, and more amazingly, the spells were reflected back!

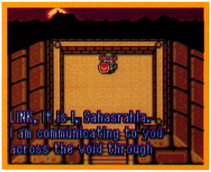


The Bug-catching Net could reflect the spells cast by Agahnim.

A Journey in Darkness

Link Explores The Second World

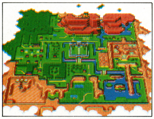
After the overthrow of Agahnim, Link's journey turned to the mysterious Dark World. Here his quest was to rescue the seven descendants of the wise men from seven dungeons. In the end, he would have to face the evil might of Ganon, but before then, he would face many challenges.



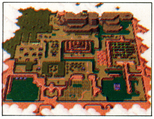
LINK, it is I, Sahasrahla.
I am communicating to you
across the void through

THE TWO LANDS OF HYRULE

The Light World and Dark World each had its own mysteries and dangers, but the two dimensions shared many secrets. Link passed between the two worlds many times, sometimes unearthing an item in one that was used in the other, sometimes traveling back and forth to reach hidden areas of one world. On the surface, the two lands looked similar, but small deviations, like a cliff in the Dark World where none had been in the Light World, caused untold hardship. Comparing the two maps and looking for differences proved to be essential to Link's victory.



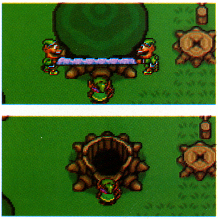
The Light World held many secrets that helped Link in the Dark World.



Certain areas of the Dark World could be reached only via the Light World.

THE TALE OF THE LUMBERJACKS

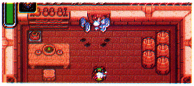
A. Bumpkin and B. Bumpkin lived on the edge of the Lost Woods, making their livings as lumberjacks. When Link met them, one brother remarked that there seemed to be something unusual about the tree they were cutting down. Remembering what the Running Man in Kakariko Village had said about trees, Link used his Dash Bash against the trunk. When he did so, the leaves fell off the tree, revealing a hole. Link jumped down the hole and discovered a Faerie pond and more.



Rumors in one part of Hyrule often helped Link in other parts. The secret of the Strange Tree turned out to be a concealed Faerie pond.

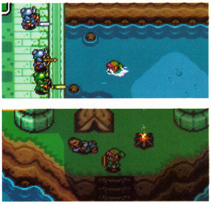
PICTURE THIS

In Kakariko Village, Link discovered a house in which a portrait hung on the wall. Thinking there might be something concealed behind the picture, he pulled on it. Suddenly, four Rupee Crystals popped out and Link collected them.

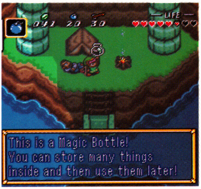


THE PRIZE BENEATH THE BRIDGE

While searching Lake Hylia for useful items, Link found himself swimming out of the lake and up the river. He swam around a bend and under a bridge to escape the attacks of Zora's Spawn. There in the shadow of the bridge he found a man blowing smoke rings beside his campfire. The man gave Link an empty Bottle to be used for storing Potions or other things. Link learned that it was important to look everywhere.



Link's adventurous spirit led him into the shadow of the bridge where he found a camper.

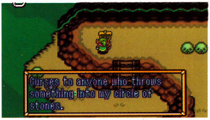


This is a Magic Bottle!
You can store many things
inside and then use them later!

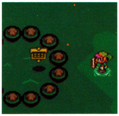
The camper wanted to be left alone and he gave Link a Bottle so that he would leave. Link truly appreciated the gift.

THE MAGIC OF THE CIRCLE OF STONES

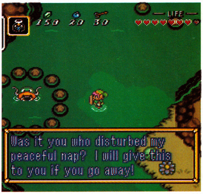
While wandering along the riverbank in the Dark World, Link came to a sign that said he shouldn't throw anything into the ring of stones. The ring of stones looked empty, and thinking it odd, Link disobeyed the sign. In fact, he pulled the sign out of the ground and tossed it into the center of the ring. At that moment, the earth shook and a strange-looking fish appeared. The fish gave Link the magic spell of Quake.



Curses to anyone who throws
something into my circle of
stones.



Link thought it was strange that a sign would tell him what not to do. Link threw the sign into the ring of stones, which caused an earthquake.

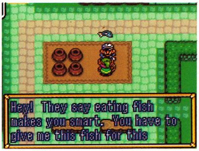


Was it you who disturbed my
peaceful nap? I will give this
to you if you go away!

A fish popped out of the water and complained about being disturbed, then it gave Link the Quake magic so he would stay away.

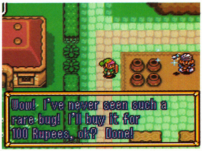
ANIMALS FOR SALE

One way to make money, Link discovered, was to sell animals to the Bottle Merchant in Kakariko Village. The Bottle Merchant paid hard cash for the fish from the Great Swamp and the Good Bee if Link brought them to him. Getting the fish wasn't easy. Link had to drain the pond with the watergate, then carry the fish all the way to town.



Hey! They say eating fish
makes you smart. You have to
give me this fish for this

Link drained the pond, caught the fish and carried it across Hyrule. Luckily, he could drop the fish when he was attacked.

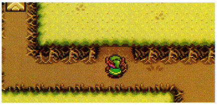


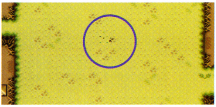
Wow! I've never seen such a
rare bug! I'll buy it for
100 Rupees, ok? Done!

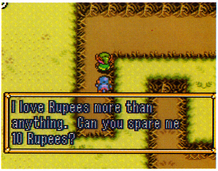
Link found the Good Bee in the Ice Cave. It was easy to carry, since he could store it in one of his Bottles.

THE STRUGGLE TO REACH THE DARK PALACE

The Dark Palace, Link's first goal in the Dark World, was surrounded by a baffling maze of thorny bushes. The first part was easy; Link just followed the arrows. After that, it got tricky. He looked for small holes in the canopy of thorns that indicated a path. In the large central maze, Link entered from the top, went down, left, down, right, up and right. A monkey guided him to the final stage for a price.





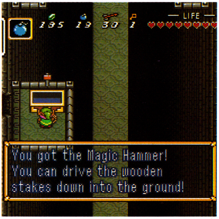


I love Rupees more than anything. Can you spare me 10 Rupees?

From the top entrance to the maze, Link went down, left, down, right, up and right. He had to pay the monkey ten Rupees to reach the Palace.

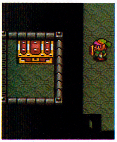
THE HAMMER ON THE LEDGE

The Hammer's Treasure Chest sat on a ledge separated from Link by an uncrossable pit. From the Palace he took the central door, then, from the next room, the right door. He pushed a block off a bridge, jumped a pit, climbed some steps and then went into the left door. He ran across a crumbling bridge, defeating a Helmasaur on the way, then wound through a dark maze until he came to a crack, which he bombed open to get the Hammer.

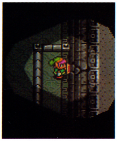


You got the Magic Hammer! You can drive the wooden stakes down into the ground!

Link found the Hammer to be very useful to create exits in fenced in areas.



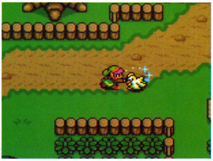
At first, Link didn't see how he would reach the Treasure Chest on the ledge.



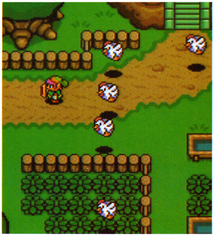
In the maze, Link went to the left wall then down before going back to the right.

THE REVOLT OF THE CHICKENS

There seemed to be chickens everywhere in Hyrule, for in those days it was a fowl place. Link tried to make use of the chickens, but they wouldn't talk or give him money. In anger, Link began to attack one of the birds, hitting it over and over with his Sword. The chicken squawked so loudly that eventually a flock of irate fellow fowl swooped down on Link.

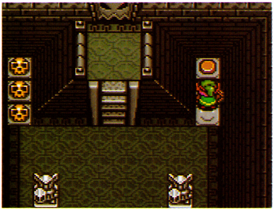


Link attacked the chicken until a flock of enraged fowl attacked him. He learned that some creatures were better left alone.

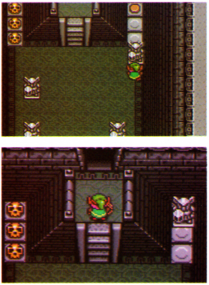


THE LIMITATIONS OF STATUES

The statues in the Dark Palace loomed menacingly in the shadowy halls, but Link soon found out how useful they were. In particular, there was a room with a door switch that had to have weight on it to keep the door open. Link couldn't stand on the switch and exit the door at the same time, so he needed to put something heavy on the switch. The top right statue turned out to be the answer. Link pushed the statue to the wall, then up onto the switch to hold the door open. Another statue in the first chamber also could be moved, allowing Link to pass through a low wall.



Link picked up all the skulls in the room and discovered a switch under the top right skull.



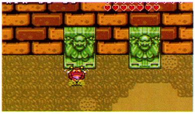
Putting his shoulder to the top right statue, Link maneuvered it over the switch.

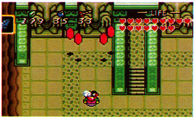
THE EYE OF THE WATCHER

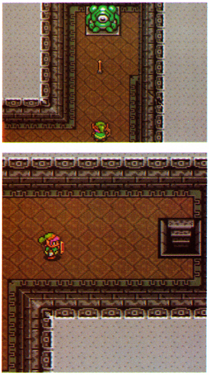
In a room of the Dark Palace sat a statue of a Rocklops. Otherwise, the room looked like a dead end. Link had been searching everywhere for a way to reach the basement level and this was the only room left. He tried everything he could think of, and then he remembered that he had defeated a real Rocklops by shooting an arrow into its eye. When he shot the statue in the eye, a stairway was revealed leading to the basement.

HIDDEN RICHES

In both the Light World and Dark World, Link found that he could make an extra Rupee or two by searching for hidden treasures in Overworld statues. When Link pulled on certain statues (by pushing the A Button and Down on the Controller) Rupees would fly out. He used this technique successfully in such places as the Eastern palace, the Pyramid of Power and the Great Swamp.



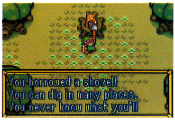


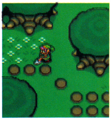


Link shot an arrow into the Rocklops statue and suddenly the room expanded, revealing a stairway that led down to the basement.

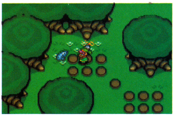
THE FLUTE AND THE DUCK

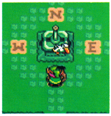
Long ago there was a boy who loved to play the Flute, and when he did, his pet Duck would appear. As Link learned, there was more to the tale. In the Haunted Grove of the Dark World, Link met a creature who gave him a shovel and told him how the boy had been placed under a spell. The Flute, said the monster, must be found if the spell is to be broken. Link dug everywhere in the Light World's Haunted Grove until he found the Flute.


You borrowed a shovel!
You can dig in many places.
You never know what you'll

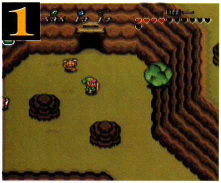


A monster in the Dark World Grove told Link how he could right a wrong by looking for the buried Flute.





When Link found the Flute and played it in the town square, he gained the ability to use the pet Duck.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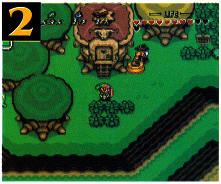
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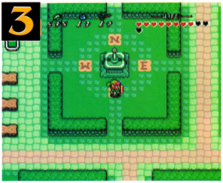
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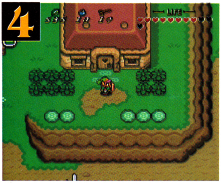
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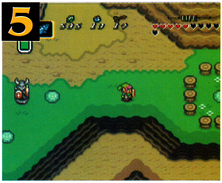
The Duck, when summoned by the Flute, would carry Link to one of eight sites around the Light World. Each site was numbered on Link's Overworld Map, just as the landing sites are numbered here. The area near the desert could only be reached by Duck-transport, and the other areas became more easily accessible.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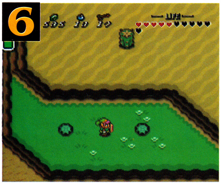
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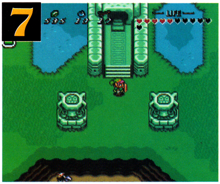
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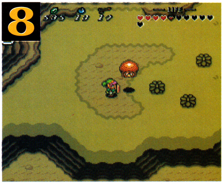
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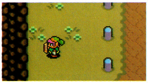
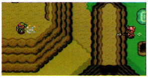
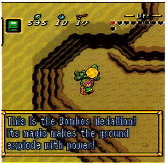
THE TRUTH ABOUT BOMBOS

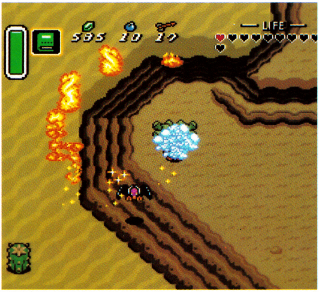
The spell of Bombos had no special purpose in Link's quest such as opening a dungeon, but it was useful in battle. Obtaining the spell, however, wasn't easy. Link had to warp from a patch of ground at the east end of the Dark World canyon using the Magic Mirror. In the Light World, that patch of ground was on top of a cliff. Once on top of the cliff, Link reached the Mudoran monolith that held the spell.







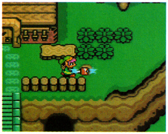
This is the Bombos Medallion! Its magic makes the ground explode with power!



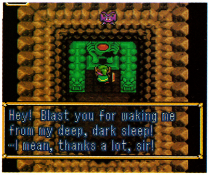
From the patch of ground marked out by stakes, Link warped to the cliff top where he found Bombos.

THE WELL BY THE SMITHY

Outside the Smith's house near the village was a stake blocking a place where Link could jump into a well. Using the Magic Hammer, Link pounded the stake and jumped into the well. There he found a strange creature who claimed to have taken away half of Link's magic power when, in fact, he had doubled the magic power.



Link used the Magic Hammer to pound the stake into the ground to reach the well by the Smith's house.

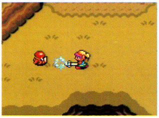


Hey! Blast you for waking me from my deep, dark sleep! ...I mean, thanks a lot, sir!

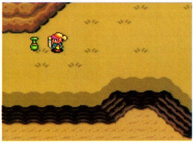
In the well, Link sprinkled magic powder on a statue and a strange creature claimed to have reduced Link's magic power when he really had doubled it.

OF FOES AND FROST

During the course of his journey, Link experimented with his weapons and discovered some useful secrets, one of which involved freezing foes. Using the Ice Rod, Link discovered that some foes could be frozen solid. Then, if he hit them with the Hammer, the ice foe crumbled and left a vial of magic.



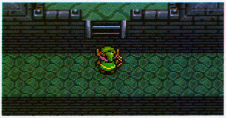
Link used the Ice Rod to freeze particular foes like the rock-spitting Octoroks.

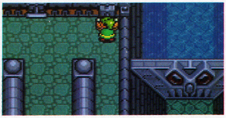


After crushing the frozen foe with the Hammer, Link picked up a vial of magic.

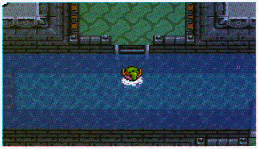
THE WATERGATE REVISITED

From the very start of the Watergate Dungeon, Link ran into trouble. In fact, he hit a dead end. A message from Sahasrahla got him thinking about the similarity of the Swamp Ruins to this Dungeon. Perhaps by changing something in the Light World, he could affect the Dark World. Quickly, he went outside and warped to the Light World. He pulled the right switch in the Swamp Ruins and warped back to the Dungeon. There he found the dead end flooded so he was able to swim to a previously inaccessible ledge.



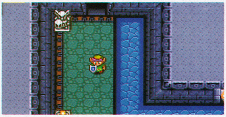


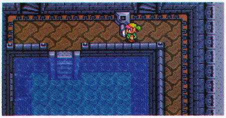
The switch in the Swamp Ruins drained pond water into the Dark World dungeon.

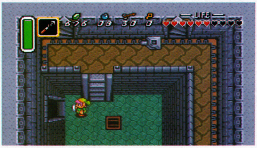


The flooded passage allowed Link to swim to a ledge that wasn't accessible before.

Link had splashed almost to the end of the Watergate Dungeon when he came to an impasse. He found himself in a chamber where he saw a door underwater and a drain, but the drain was activated by a switch that could only be reached through another door. Link hurried back upstairs to a chamber with two shutter door exits. By pushing a statue over the floor switch on the left side, both doors opened. He took the right door down, threw the drain switch and continued on to face Arrghus.



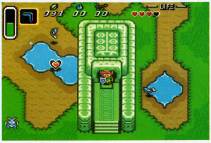




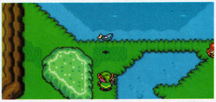
Link had to throw the switch to open the drain before reaching the lower door and the path to Arrghus.

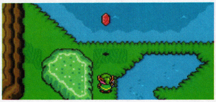
THE GRATITUDE OF A FISH

When Link first left the Swamp Ruins after throwing the switch, he found that the ponds outside were drained. One of the fish in the pond flopped wildly about in the mud. Taking pity on the creature, Link picked it up and carried it north to the small lake. He threw the fish into the water and the fish gave him a gift of Rupees.



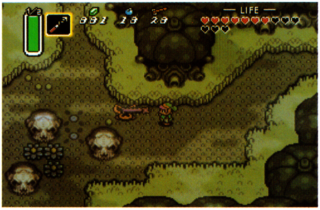
The fish was left high and dry after Link threw the switch in the Swamp Palace. Luckily for it, the fish was rescued. The grateful fish rewarded Link when he reached the pond.



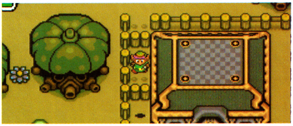


THE PRICE OF THIEVES

Link met many thieves during his journey. There were thieves in the Lost Woods, thieves in Kakariko Village, and a thief in the desert canyon. Some were reformed thieves and others did their best to take items from Link. Most thieves managed at most to take Bombs or Arrows or Rupees, which were easily replaced. But the Pikit, a strange creature inhabiting Skull Woods in the Dark World, also stole Shields. The first time a Pikit stole his shield, Link had to go to the shop east of the Village of Outcasts and jump downward to clear two sections of fence. The specialty shop had a Red Shield, Bees and Arrows for sale. Later, he learned that he could defeat the Pikit and win back his stolen Shield.



The pesky Pikit stole Link's Shield in Skull Woods, leaving Link defenseless.



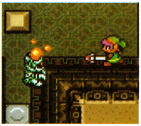
To reach the special item shop east of the village, Link had to jump over two sections of fence.

FIRE AT SKULL PALACE

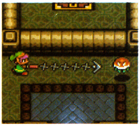
By taking the exit from the second stage of the Skull Palace, Link discovered the main entrance—a giant skull with columns made of bones. After trial and error, he finally used the Fire Rod to burn the bones and open the final stage.

THE FIRE AND THE HOOK

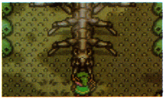
Two of the most persistent enemies were the Gibdos and Onoffs. Gibdos, Link discovered, could be defeated with the Fire Rod. He used the Hookshot against the Onoffs.



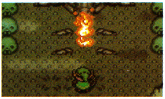
Mummy-like Gibdos could be set aflame like torches with the Fire Rod.



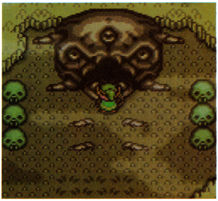
Onoffs could be split in two, then defeated by using the Hookshot.



The last entrance to the Skull Palace seemed impenetrable to Link.



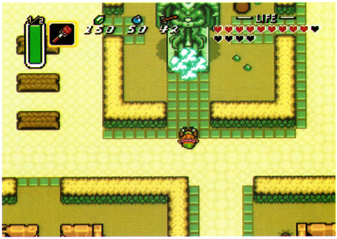
Only by using the Fire Rod to burn the rib bones was Link able to clear the passage to the Palace.



At last Link entered the final stage where he would meet Mothula.

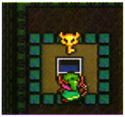
ENTERING THE DOMAIN OF THE GARGOYLE

The Village of Outcasts was a twisted mockery of Kakariko Village in the Light World. All the people had been transformed into animals and even the chickens became living skeletons. Link came to the village knowing that the secret entrance to the Gargoyle's Domain was somewhere nearby. He concentrated his search at the central square where the statue of the Gargoyle stood. None of his magic spells worked and his weapons and items had no effect. In frustration, Link grabbed the Gargoyle's spear and pulled with all of his might. To his surprise, Link felt the trident move and soon the entrance appeared in the base of the statue.

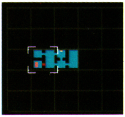


THE GRIP OF THE TITAN

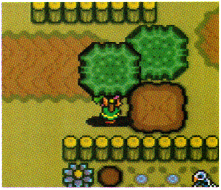
Link looked everywhere possible for items and clues, including under rocks, but he was not strong enough to move all of them. He needed to find the legendary Titan's Mitt in order to gain the extra strength needed to lift those dark stones. Inside the Gargoyle's Domain, Link found his way to the lowest level of the dungeon and headed to the bottom lefthand corner where he found the Titan's Mitt.



Link found the Big Key then went after the Titan's Mitt.



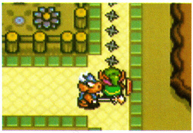
Link used the Hookshot to clear the conveyor rooms on floor B2 before reaching the room with the Titan's Mitt.



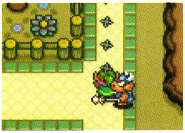
Once Link collected the Titan's Mitt, he was able to lift the huge metal stones inside the dungeons and the dark heavy stones in the Overworld.

LINK THE INVINCIBLE, PART II

Link used tools as weapons, but he also discovered that some tools have defensive properties. Link used the Hookshot as a weapon and to pull himself across pits or chasms. While using the Hookshot in battle, he noticed that whenever the Hookshot was extended, he was invincible. Sometimes he used the Hookshot in this defensive role when trying to escape from a dungeon with only a few Life Hearts. If an enemy closed in, he used the Hookshot and became invincible.



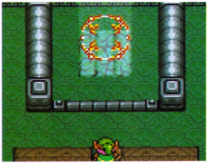
While the Hookshot was extended on its chain, Link remained invincible to attackers.



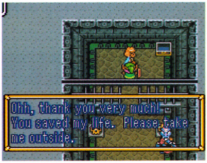
An enemy could walk all over Link when he used the Hookshot, but once the chain retracted, Link took damage.

THE BLIND LEADING THE BLIND

After winning the Titan's Mitt inside the Gargoyle's Domain, Link discovered a girl being held captive on the lowest level. He fought his way to her and freed her, then led her back upstairs. To let the sunshine into the murky palace, Link Bombed a hole in the upstairs room with the green bugs. When the girl entered into the sunshine in the chamber below the hole, she transformed into Blind the Thief.

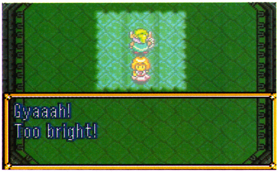


In the upstairs chamber where the sunlight shines and green bugs scurry in the shadows, Link threw a Bomb into the center square where the floor was weak.



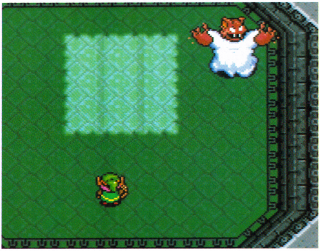
Ohh, thank you very much! You saved my life. Please take me outside.

The freed girl followed Link back into the central area of the dungeon and into the upper righthand room where the sun now shone.



Gyaaah! Too bright!

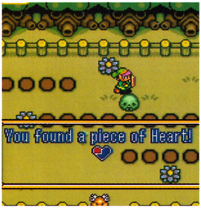
Link was forever piecing together clues and messages so that they made some sort of sense. In the case of Blind the Thief, the fact that he didn't like light proved invaluable.



As soon as the girl stepped into the dazzling light, she became Blind the Thief, the leader of the dungeon and a merciless enemy of Link.

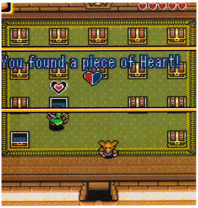
THE GAMES OF HYRULE

Games of chance and tests of skill played important roles in Link's journey. During the race near the House of Quarreling Brothers, Link won a Piece of Heart. The trick to winning was to take the jump in the middle of the course, although a perfect run also resulted in a win. A game of chance was in the northwestern-most house in the Village of Outcasts. In another game, Link had to dig holes in a field to find a Piece of Heart.



You found a piece of Heart!

Link had to dig holes all over the field to find the prize in this contest, a piece of Heart that added to his overall strength.

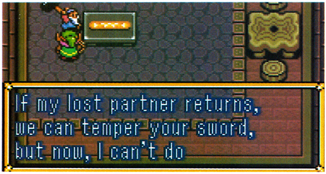


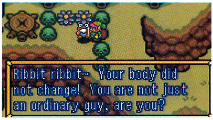
You found a piece of Heart!

For 30 Rupees, Link bought the chance to make a fortune or win a cheap item like a single Bomb in the game house in the Village of Outcasts.

REUNION OF THE BLACKSMITHS

From the earliest days of Link's quest, he knew about the sad blacksmith near Kakariko Village. The poor fellow had lost his partner and could no longer excel at his craft. Not until Link reached the Dark World, however, could he help the blacksmith. During one of his explorations south of the village, Link found a frog trapped by skulls. He freed the frog and took it back to the blacksmith. There was great rejoicing. Even more important to Link was that his Sword would soon be hardened to the third level of strength.

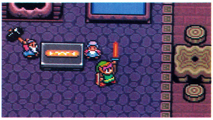

If my lost partner returns,
we can temper your sword,
but now, I can't do


Ribbit ribbit… Your body did
not change! You are not just
an ordinary guy, are you?

Link befriended a frog who turned out to be a blacksmith.

Thank you!
Thank you!

The two partners were overjoyed to be reunited after many years apart.



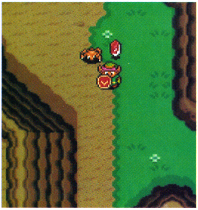
Link asked the blacksmiths to reforge his Sword. They did, but it took some time.

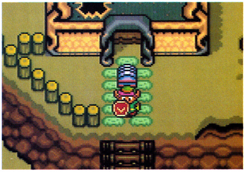
UNLOCKING A SECRET

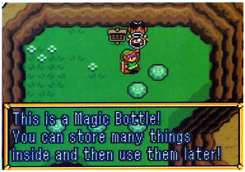
The blacksmith's house in the Dark World was a shattered shell in which a locked trunk sat. When Link discovered the trunk, he looked for a key and, failing in that, tried to whack it open with his Sword. The trunk held. Then he recalled hearing about the thief who was said to be near the desert. He dragged the trunk to the sleeping man in the canyon. The man woke up and opened the trunk. Inside, Link found his fourth Bottle.

THE RUPEE THROWERS

From time to time, Link encountered strange little creatures called Hoarders. Other than their habit of hiding under rocks and bushes, Hoarders were known for keeping little stashes of Rupees. Link learned to steal a Hoarder's meager treasure simply by picking it up. The Hoarder shook so much that its Rupees fell out.



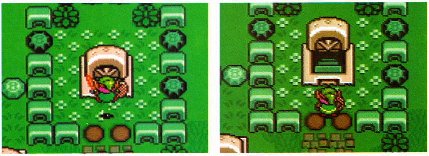



This is a Magic Bottle!
You can store many things
inside and then use them later!

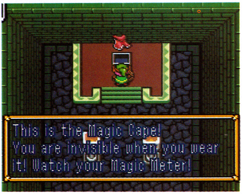
Link dragged the trunk from the burned-out blacksmith's house to the man in the canyon. The man woke up and opened the trunk, which held a Bottle.

NOW YOU SEE LINK, NOW YOU DON'T

The Graveyard in Hyrule holds deep and hidden secrets, just like graveyards everywhere in the world. Most mysterious of all the tombstones, at least to Link, was the large tombstone blocked off in its own private plot. Once Link obtained the Titan's Mitt, he returned to the graveyard and gained access to the large tombstone by lifting the dark rocks. Still, he hardly seemed any closer to figuring out the mystery of this grave. In the end, a Dash Bash forced the tombstone to slide back, revealing a hidden chamber below. In that chamber Link found the Magic Cape, which could render him invisible.



After removing the blocking stones, Link pushed back the tombstone using the Dash Bash technique.

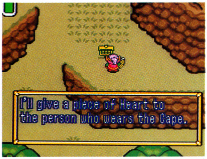


This is the Magic Cape!
You are invisible when you wear
it! Watch your Magic Meter!

At the end of a long passage, Link found the Magic Cape. Wearing the Cape made him invisible.

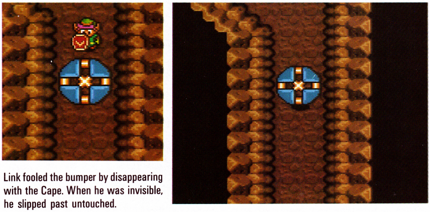
AN IMPASSABLE SITUATION

Near Death Mountain in the Dark World, Link came upon a sign promising to reward the person who wears the Cape with a Piece of Heart. In the mountain cave nearby, he followed the passage until it was blocked by a bumper. Remembering the sign, he donned the Cape and slipped past the bumper to reach the piece of Heart beyond.



I'll give a piece of Heart to
the person who wears the Cape.

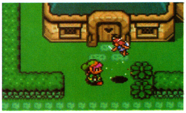
The sign gave Link the clue he needed to reach the Piece of Heart.



Link fooled the bumper by disappearing with the Cape. When he was invisible, he slipped past untouched.

THE FAERIE IN DISGUISE

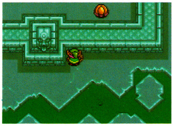
The sweeping lady in Kakariko Village was not the person she seemed. When Link tossed some Magic Powder on her, she turned into a Faerie! In fact, each time Link came out of the house, the sweeping woman returned and could be turned into a Faerie once again.

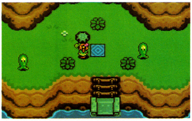


The sweeping lady in the village turned into a Faerie when Link sprinkled Magic Powder on her.

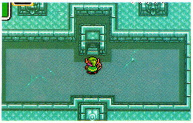
THE WAY TO ICE ISLAND

Link didn't know how long he battled the dive-bombing Zirros and other creatures of Ice Lake, but he did know that there was no way to enter the Ice Island dungeon from the outside. He returned to the Light World to recover energy, and when he looked at the map, he noticed that the central island in Lake Hylia was in the same location as Ice Island. He went to the island, hoping to find a Warp Tile, and he did, concealed under the dark stone. The Warp Tile transported Link to the inner courtyard of Ice Island.





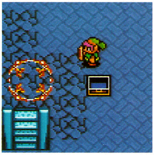
Beneath the dark stone on the big island in Lake Hylia lay a Warp Tile.



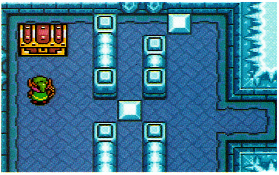
Link warped to the courtyard of the Ice Island dungeon where the entrance stood open.

LINK AND THE COAT OF BLUE MAIL

In the frigid depths of the Ice Island dungeon, Link found himself on the Fourth Level, in the far left chamber. Here he was attacked by three Freezors, which he melted with the Fire Rod. Looking around, he noticed a hole near the right door, a ladder in the lower left, and a number of cracked floor squares. A Bomb opened a hole in the cracked floor and Link jumped in. He landed near a Treasure Chest in which he found the Blue Mail—a strong suit of mail armor for protection.



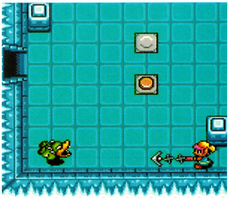
After defeating the Freezors, Link Bombed a hole in the cracked area of the floor.



Jumping through the hole, Link found himself near the Treasure Chest holding the Blue Mail.

THE DEFEAT OF THE PENGATORS

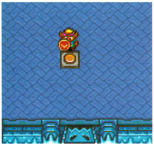
The Pengators of Ice Island looked like a mix between a penguin and alligator. Sometimes they attacked in a concentrated front, all of the Pengators marching toward Link like well-drilled military troops. Link could fight them individually, but Pengators on the ends of the line would move in and attack while he was doing so. At other times they came at Link from every angle. He soon learned that the Hookshot made an effective weapon against the Pengators. One shot defeated each foe. Still, he had to act swiftly.

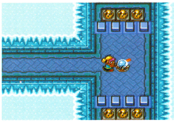


The Hookshot worked well against Pengators. Only one shot was required to defeat each creature. Link made every shot count.

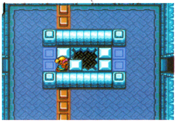
STONES FROM ABOVE

In the Sixth Level room with a floor switch in the center, Link polished off the enemies, then pondered how to proceed. The problem was that he needed to put some weight on the switch to keep the door open and there were no stones or statues in the room to hold the switch. In the Fifth Level, just overhead, Link had seen a room with a hole in the floor and stones poised on the edge of the hole. Unfortunately, a set of blue Crystal Switch Fences kept Link away from the stones. Back on the Sixth Level, however, he found a room with a Crystal Switch. After hitting the switch, he raced back upstairs, pushed the lower left stone through the hole and then used that stone on the floor switch in the Sixth Level room. Finally, the door stayed open and Link reached the end of the dungeon.

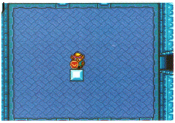




Link hit the switch on the sixth floor to activate the Fence on the fifth floor.



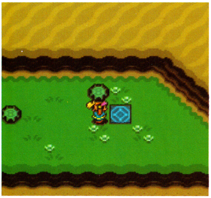
Link pushed the stone block into the hole, then fell through behind it.



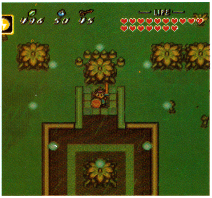
Link pushed the stone block onto the floor switch so the shutter door stayed open.

THE FLIGHT TO MISERY MIRE

On the map of the Dark World, Link saw a large swamp in the southwest corner of the land, but there didn't seem to be any way to reach it. The canyon just to the east of Misery Mire ended in cliffs that blocked off the swamp. The answer had to be in the Light World. Link searched everywhere in the desert for Warp Tiles that might lead to the swamp. He found what he was looking for on the Duck's landing spot number six. Link lifted the right stone to reveal the warp to Misery Mire.



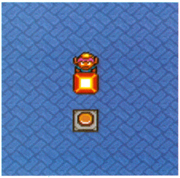
The Duck's landing spot number six turned out to be the place to look for the Warp Tile to Misery Mire.



Link used the Ether magic at the Ether symbol to make the entrance to the Misery Maze dungeon appear.

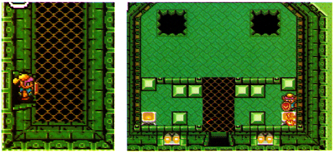
STAFF SECRETS

Had Link travelled to Misery Mire before Ice Island, he could have used the Staff of Somaria on the Sixth Level. With the Staff, he could make a block to put on the floor switch instead of having to push one from the room above.

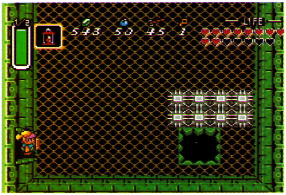


THE KEY TO MISERY

The complex passages of Misery Maze made Link's head spin. He was searching for the Big Key that would let him take the prize in the Treasure Chest—the Staff of Somaria—and reach the end of the maze. After many false starts, Link found himself in a series of three rooms on the first floor. The two rooms on the left were filled with Wizzrobes and unlit torches. The third room was long and narrow. There, Link found a message from Sahasrahla. To light the torches, he had to push sliding stones, then run through the two rooms using his Fire Rod. Once that was done, the long narrow room expanded, revealing a hole in the floor. The hole dropped Link onto a ledge with a Chest and the Big Key.



Link pushed all the stones out of the way, then lit the four torches in the outer room.



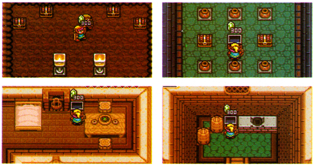
Once the torches were lit, the walls of the long, narrow room grew further apart until a hole in the netting floor appeared allowing Link to jump down to the Chest.

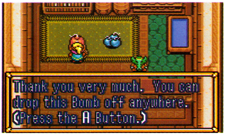
THE BOMB OF BOMBS

After receiving a message in Misery Mire that he could now buy a new sort of Bomb, Link headed for the Bomb Shop in the Dark World. When he arrived, he saw that they were having a sale. Thirty Bombs for only 100 Rupees! Better yet, the odd-looking shopkeeper had a Super Bomb in stock. Link didn't know what to use it for, but it sounded useful so he bought it for 100 Rupees—practically a steal. Link hauled the Super Bomb along with him for a long time. He was still able to fight, but the Super Bomb was a nuisance and prevented him from Dashing since the A Button detonated it.

TREASURE OF ANCIENTS

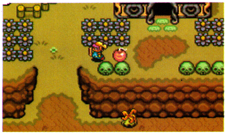
There were several places where Link found hidden treasures of 300 Rupees: in a cliff near the south east corner of Lake Hylia, in the basement of Hyrule Castle and in two houses in the Village of Outcasts.





Thank you very much. You can drop this Bomb off anywhere. (Press the A Button.)

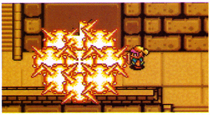
In the Dark World Bomb Shop, Link bought the Super Bomb for a terrific price of 100 Rupees.



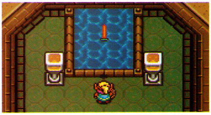
Link dragged the Super Bomb with him on his quest, looking for a suitable site to blow it up.

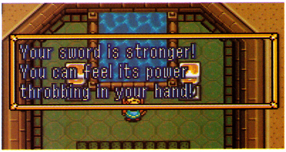
THE CRACK IN THE PYRAMID

From his earliest explorations of the Dark World, Link thought there was something hidden behind the cracked, dark block on the Pyramid of Power. He had tried Bombing it, Dash Bashing it, and hitting it with his Sword. Nothing worked until he used the Super Bomb. He set it on the ground in front of the crack and detonated the device. A tunnel was revealed, and inside Link found a Faerie who increased his Sword to the fourth power level—the highest level attainable.



Link set the Super Bomb next to the crack and detonated it by pushing the A Button.



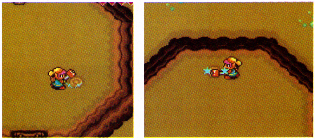


Your sword is stronger!
You can feel its power
throbbing in your hand!

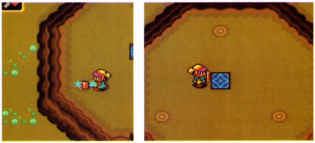
Inside the Pyramid tunnel, Link found a Faerie who strengthened the Master Sword.

TURTLE ROCK: THE JOURNEY

Turtle Rock couldn't be reached directly from the Dark World. Link thought the mound with three pink spikes atop Death Mountain looked like a promising site to explore. He pounded the spikes with the Hammer, but nothing happened. Then he tried pounding the spikes in a different order. Beginning with the bottom right spike, he pounded the three spikes counterclockwise. In the middle of the mound a Warp Tile suddenly appeared. Link warped directly to the top of Turtle Rock.



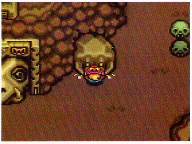
Link used the Hammer to pound the spikes in a counterclockwise order from the bottom right.

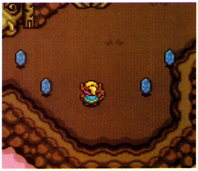


The pounding of the spikes revealed a Warp Tile that led to the top of Turtle Rock itself.

TURTLE ROCK: THE TREASURE

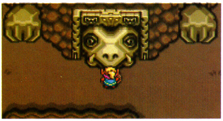
Turtle Rock was more than a dungeon full of torment and terror; it was also a hidden source of treasure. Purely by accident, Link discovered that he could pull on the right foot of Turtle Rock and Rupee Crystals would fly out.

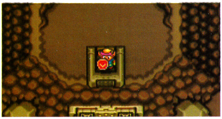


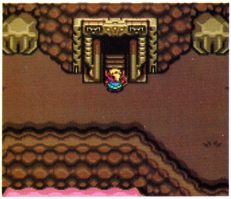


TURTLE ROCK: THE OPENING

Once Link managed to reach Turtle Rock, only half the battle had been won. Next he had to find a way into the dungeon. The front end of the rock had a stone head and two feet while the back end had a stone tail. On top was a medallion symbol that looked rather like the Quake magic symbol. Link cleverly used the Quake magic on top of the stone symbol and the ensuing earthquake opened up the dungeon.



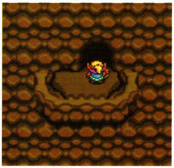


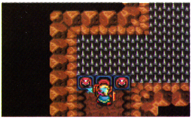


Link used the Quake magic on top of Turtle Rock as the key to opening up the seventh dungeon. The head vanished and the way forward was clear.

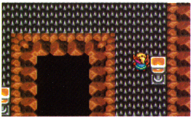
THE STAFF OF BYRNA

The Staff of Byrna was said to contain powers of protection, but it drained Magic Power according to the length of its use, like the Magic Cape. Link literally stumbled upon it. After warping to the Dark World at the top of Death Mountain, Link walked down to the edge of the cliff and off the side. From the ledge, he went into a cave, pounded some Moles, then sprinted over the path of spikes to the Chest with the Staff of Byrna.





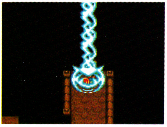
The Moles stay in their holes, but Link had to bop them with the Hammer to get by.

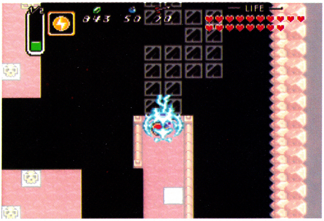


Luckily, Link had extra Life Potion to keep him going while crossing the spikes.

THE LIGHT OF MAGIC

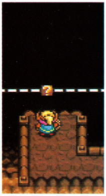
In Ganon's Tower, Link found rooms without lights to show him the path. To make things worse, the paths were merely catwalks that fell off into emptiness. At first he slowly picked his way through the catwalk mazes, making many mistakes on the way and losing Life Heart energy. Later, he found that the Ether spell would light up the floor, allowing him a glimpse of the path to take.



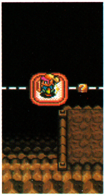


TRAVELING BY BLOCK

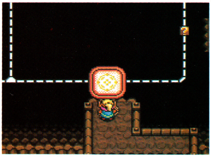
In Turtle Rock, Link discovered wide gulfs of space crossed by rails upon which, at first, he didn't think he could travel. In the end, he found that if he created a block of Somaria on one of the question mark rails, the block would become a platform. To steer the platform along the rails, Link would turn to face in the direction he wished to go and the platform would follow.

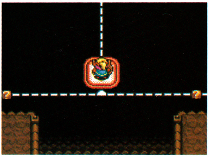


The question mark rails puzzled Link for some time. You couldn't walk on them, illuminate floors or Hookshot across them.



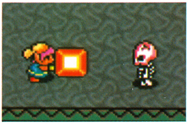
Using the Staff of Somaria, Link created platforms that cruised along the rails, turning as he directed.





THE SOMARIAN GIFT

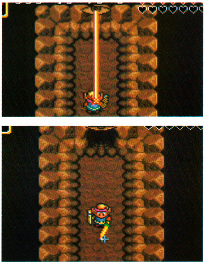
The Staff of Somaria could be used in battle as well as for travel. Link created blocks to throw at enemies like Stalfos skeletons. He could also Dash a block to make it fly at the enemies.



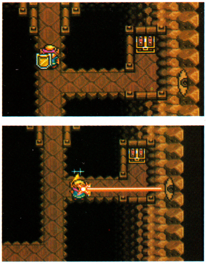
Link used the Staff of Somaria to make blocks, then threw or kicked them at enemies.

THE EYES OF DOOM

The Laser Eyes that Link encountered late in his journey were deadly in their accuracy and damage. Once Link had the Mirror Shield, he reflected the burning beams, but until then, he had to dodge them. To make things worse, in many cases Link had to battle Ganon's soldiers while dodging the Laser Eyes. Luckily, the Eyes fired only straight ahead and only when Link passed directly in front of them, so he never had to face all the Laser Eyes in any room at one time.



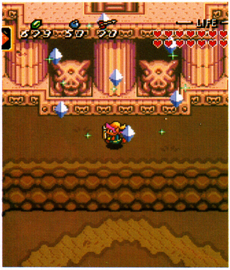
Some of the Laser Eyes also controlled the doors, keeping them open only when Link faced away.



With the Mirror Shield in hand, Link reflected the laser beams when he faced straight into them.

INTO GANON'S TOWER

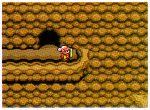
When Link first reached the area of Death Mountain around Turtle Rock, he explored westward to the great tower, but it was closed to him. Only after rescuing all seven of the maidens and receiving the seven crystals would he be able to enter. Once he had all seven crystals, Link returned to Ganon's Tower and the way opened up.



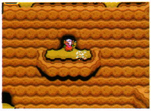
Before he could enter Ganon's Tower, Link had to rescue the seven maidens in the seven Dark World dungeons, then take the crystals to the Tower.

THE HEART OF THE CLIFF

Collecting pieces of Heart was important for Link since it gave him the endurance to fight many battles. Many of the pieces of Heart were hidden in cunning places, and such was the case with the secret cave. To reach this place, Link used the Mirror to warp from the long two-doored cliff ledge outside Turtle Rock to a secret ledge in the Light World. Link used the Mirror at the far right edge of the Turtle Rock ledge.



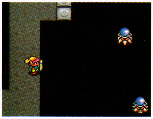
From the right side of the long ledge with two doors outside Turtle Rock, Link warped to the Light World.



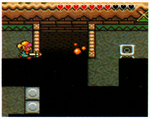
The ledge in the Light World could only be reached by warping from the Dark World. Inside was a piece of Heart.

FLOORS OF DARKNESS

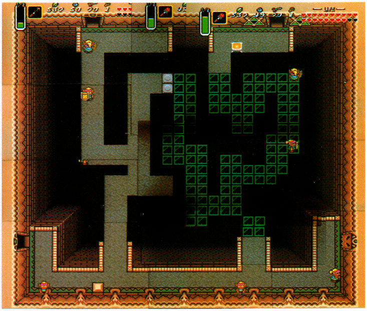
In Ganon's Tower, Link entered a room with intricate catwalks instead of floors. Some of these rooms had torches that could be lit with the Fire Rod or Lamp. After that, Link had to follow the catwalk while the light lasted and try to get himself into a position where he could light the torch again. Rooms without torches might be illuminated in a flash of lightning by using the Ether magic. In addition, Link sometimes pushed blocks of Somaria in front of him to see where the edge of catwalk fell into open space.



The chambers with invisible floors proved to Link that what you can't see can hurt you.



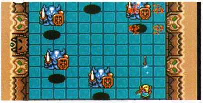
Link used the Fire Rod to light the torches at a distance, saving time to reach the next torch.

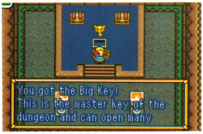


When the floors were revealed, Link hurried through the chamber in order to get into position to light the torch again.

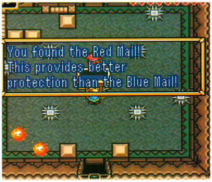
WHAT HEROES WEAR

The strongest armor in all of Hyrule and the Dark World was the Red Mail, hidden in Ganon's Tower. On the first floor, Link went to the left, using Bombs to activate the difficult to reach Crystal Switches. Then he passed through a series of Transporter Tiles: first taking the right, then right again, then lower left, followed by two more transporters. Finally, he crossed a bridge and found the Chest with the Red Mail.





You got the Big Key!
This is the master key of the dungeon and can open many

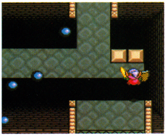


You found the Red Mail!
This provides better protection than the Blue Mail!

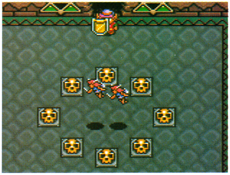
Before getting the Red Mail, Link had to defeat the Armos Knights and get the Big Key.

WHEN LINK COLLIDES

Link fought to the third floor of Ganon's Tower—the Corridor of Cannons—where at the end, he noticed a weak spot in the wall across a gap. He opened a doorway using a Bomb, but he couldn't Hookshot to it. Instead, he turned left and started a Dash, but before he actually moved, he faced up into the wall. Link Dashed face first into the blocks and bounced across to the far ledge where he found a room of Faeries.



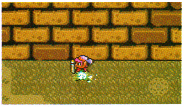
Link faced left to start his Dash, then turned into the blocks so he would bounce to the far ledge.



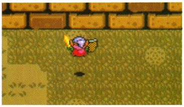
The Faerie room wasn't easy to reach, but the refill of Hearts and various treasure items he found made the effort worth the trouble.

THE DARING DASH

Link had to discover many fighting and exploring techniques on his own through trial and error. One such technique had to do with the Dash Attack. Link found that he could make a Dash Bounce by beginning to Dash in one direction then changing his direction to face a wall. (Press the A Button to initiate the Dash, then, before Link actually Dashes, push the Controller in the direction of the wall you want to bounce against.) He found this technique particularly useful in dungeons where he needed to make short jumps.



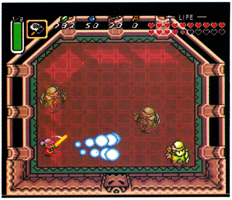
Standing next to a wall, Link began his Dash.



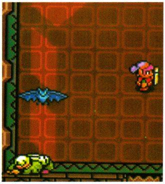
Before he actually Dashed, Link turned toward the wall.

GANON'S RETREAT

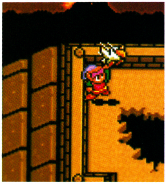
If Link was expecting to meet his ultimate foe on top of the Tower, he was in for a surprise. First he ran into Agahnim, miraculously returned from his earlier defeat at the Castle of Hyrule. Only after Agahnim fell for the second time did Ganon appear out of the ashes, but the battle was not yet to be. Link, spoiling for a fight, had to watch as Ganon transformed into a bat and flew off to the Pyramid of Power. When Link arrived at the Pyramid, he found that a hole had been created in the top. Inside, Ganon was waiting. The only way to get inside the Pyramid seemed to be to jump into the hole. Link didn't hesitate. Without a second thought, he jumped.



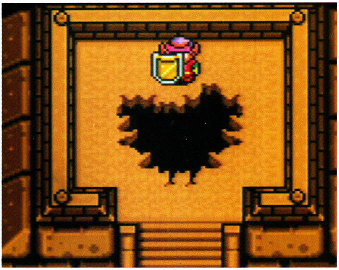
Agahnim returned to challenge Link for a second time, but he failed in the attempt.



Ganon appeared in his alter ego form when Agahnim was defeated for the second time.

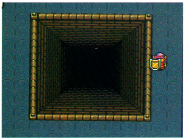


Ganon then flew away to his headquarters, the Pyramid of Power. Link was soon to follow.

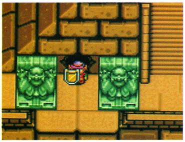


ESCAPE FROM THE PYRAMID

The battle in the center of the pyramid raged. Link's quickness was not enough to keep him safe from the Tridents and Firebats of Ganon's attack. He used the Staff of Byrna and extra Life and Magic Potion, but Ganon was relentless, appearing here and there in the chamber and never seeming to tire. When Ganon began stomping on the floor, causing an abyss to open up along one wall, Link was standing on the very edge. A Firebat swooped in and the hero fell into darkness. As luck would have it, Link didn't fall forever, but landed on a ledge deep in the Pyramid. There he found a final, decisive message from Sahasrahla. Now he knew how to defeat Ganon and restore the Golden Land and Hyrule to an age of peace. Appearing from a hole in the base of the Pyramid, Link prepared himself for the final effort.

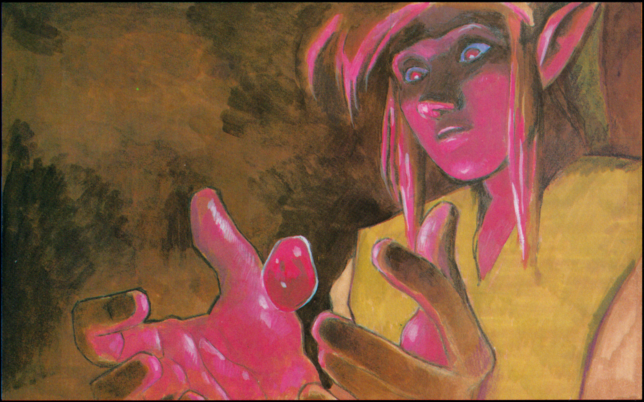


Only when Link fell during his first battle with Ganon did he learn the secret of the Pyramid.

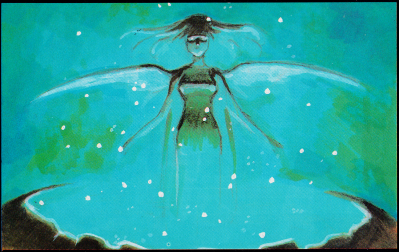


Link had seen the hole in the Pyramid many times, but he never knew how to reach it.

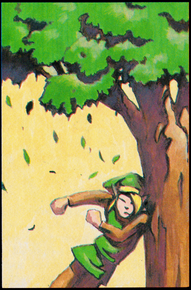
Hyrulian Findings



Link will increase his strength by obtaining up to 20 full Heart Containers.



Link should find every Faerie in Hyrule that he possibly can. They will be of great help to him.

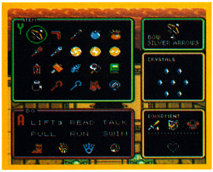


The Pegasus Shoes let Link Dash and bash into various structures.

Link's Arsenal

How Can Link Carry So Many Items?

To the uninitiated, it may appear that a small boy like Link would not be able to handle all of the equipment he must carry, but he manages to hold and keep track of every item. It's not necessary for Link to drop any of the items along the way, either—he will always have room.



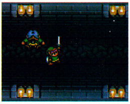
LINK HAS A VERY BIG BAG!

Each of the items and weapons which Link carries has an importance. Some, like the Sword, will be used constantly. Others, like the Magic Cape, will only need to be used in certain circumstances. Many of the items will be located in Big Chests. There is a Big Chest in each of the dungeons. Link must remember to open each and every one. It's very important to have every resource available, especially when dealing with the likes of Ganon!

HEROIC EQUIPMENT

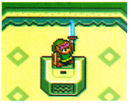
SWORD

The Sword. It's the most important weapon Link will get. Forged from aged cold steel and sweat, each Hyrulian Sword is handcrafted by expert swordsmiths. A Smithy of particular merit lies to the east of Kakariko Village. The master swordsmiths who work there will be eager to help Link if he helps them first.



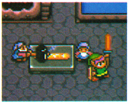
● FIGHTER'S SWORD

Link's Uncle will give him the family-owned Fighter's Sword when he encounters him in Hyrule Castle. This Sword is lightweight and short.



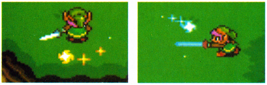
● MASTER SWORD

There is deep legend surrounding the powerful Master Sword. It is said that only the true Hero will be able to retrieve it.

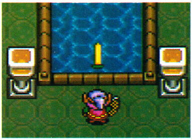


● TEMPERED SWORD

The Swordsmiths will gladly temper the Master Sword for a paltry sum. By the time this happens, Link will have done them a huge favor.



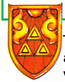
Link's Uncle tells him about the Spin Attack. It takes some time to execute, but it's very effective. A beam will shoot from the Master Sword if Link's Heart level is full.



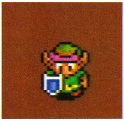
● GOLDEN SWORD

The Fat Faerie, who resides within the Dark Pyramid, is the only one who can give Link the Golden Sword. Link should toss the Tempered Sword into her pond. The Fat Faerie will ask Link if he dropped the Sword. Remember, always respond to Faeries with a truthful answer.

SHIELD

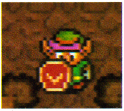


The Shield. Cast from a rare alloy, every Hyrulian Shield is very strong and also extremely light. A young boy like Link can easily wield even the heaviest Shield. It is rumored that the Swordsmiths also make Shields. Unfortunately, the merchants who sell Shields are not at liberty to disclose any information about their origin or who they obtain them from. The Hyrulian people take it for granted that Shields will always be available.



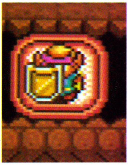
FIGHTER'S SHIELD

Link's Uncle will hand over the family-owned Fighter's Shield at the same time he gives him the Sword.



RED SHIELD

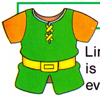
The Red Shield can be purchased from a merchant for the sum of 500 Rupees. Link knows it's worth more.



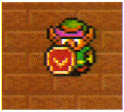
MIRROR SHIELD

Link will be able to reflect beams with this Shield. It's thought that the Mirror Shield has magic Power.

CLOTHING

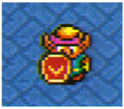


Link's main piece of Clothing is a green Jerkin. Almost every young boy in Hyrule wears some type of Jerkin. The material is very light, yet it retains a unique insulating quality. It's perfect for all weather conditions. Link will always wear it, but later in his quest he will want to improve his chances of survival by wearing Blue or Red Mail over the Jerkin. A floppy Cap is also part of Link's garb.



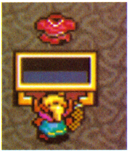
GREEN JERKIN

This Clothing is standard issue for a Hyrulian boy of Link's age. It provides little battle protection.



BLUE MAIL

Locked in a Big Chest in the Ice Island dungeon, the Blue Mail decreases the amount of battle damage.

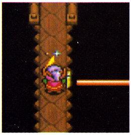


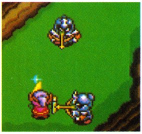
RED MAIL

The Red Mail is the ultimate in Hyrulian battle protection. It's fashionable, too. Link will be all the rage.

LINK IS LEFT-HANDED

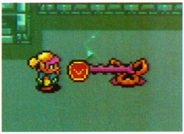
Link will swing his Sword with his left hand except when he's facing to the east. No one is exactly sure why Link employs this right-handed technique when he faces east. Some say it is a boyish superstition that makes Link hold his Shield toward Death Mountain when battling a foe to the east or west. Link is sure that the evil power is originating from Death Mountain.





HEY! GIVE IT BACK!

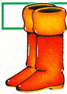
With an ultra-sticky tongue, the Pikit is an expert at stealing goods from an unsuspecting passerby. Fighter's Shields and Red Shields are the main items which Pikits target. Its outer shell opens up and its tongue can extend over twice the length of its own body. The Pikit will cough up a recently stolen item if Link defeats it quickly. It can't take the Mirror Shield.



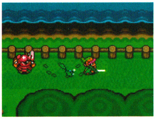
A Pikit can take things from Link if he gets close to the small creature. Link can retrieve his belongings by defeating the Pikit.

ITEMS OF ACTION

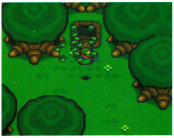
PEGASUS SHOES



The Pegasus Shoes are a treasure which was passed down by the family of the wise men. Sahasrahla believes in Link and gives the Pegasus Shoes to him when he shows him the Pendant of Courage. Activate the power of the Pegasus Shoes by holding the A Button for one second. Release the Button when Link sprints off. Great distances can be traveled in a short period of time by using the Shoes.



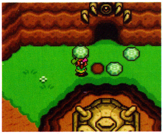
Use the Dash Attack to mow down an entire row of bushes or grass. If Link uncovers a Heart or Rupees, he'll need to backtrack through the row in order to pick them up.



Link should try crashing into everything including trees, rocks and statues. There are numerous cave entrances to be uncovered by Dashing into rocks.

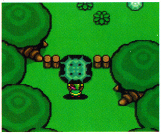
GLOVES

When Link begins his adventure, he has the ability to pull up bushes, lift vases and pick up skulls. His lifting power will be increased tremendously if he wears the Power Glove or the Titan's Mitt. From the size of some of the stones in the land of Hyrule, Link knows that it will be necessary to find each of these special items. There are paths and entrances that are blocked by stones.



● **POWER GLOVE**

The Power Glove can be found inside of a Big Chest in the Desert Palace. It gives lifting power.

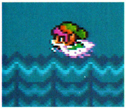


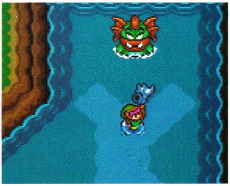
● **TITAN'S MITT**

Ages ago, a band of thieves stole the legendary Titan's Mitt and hid it, thinking no one could find it.

ZORA'S FLIPPERS

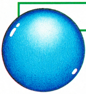
First of all, Link needs to have the Power Glove in order to travel to Zora's Falls. Once Link arrives there, Zora will appear to him and ask what he wants. If Link has 500 Rupees to spare, he should ask for the Flippers. After he receives the Flippers, Link will be able to swim in even the deepest of water. Buy them as soon as possible.



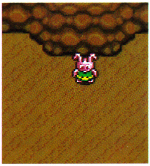


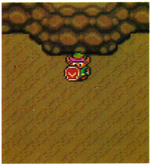
It was a lofty sum to pay, but 500 Rupees is money well-spent on such an important item. Don't be afraid of Zora. He's not so bad.

MOON PEARL



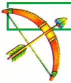
Link will experience the effects of the Dark World when he first enters that realm. The Dark World has the power to turn anyone into what their true heart reflects. Link turns into a pink bunny when he first enters the Dark World. The Moon Pearl must be in Link's possession to neutralize the effect. The Big Chest in the Tower of Hera holds the much-sought-after Moon Pearl.



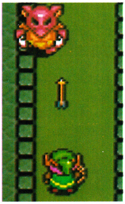


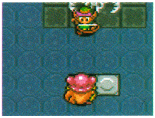
SELECTABLE ITEMS

BOW & ARROWS



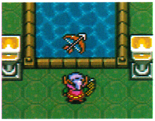
When Link acquires the Bow from the Big Chest in the Eastern Palace, he will need to begin building his supply of Arrows. Arrows can most easily be obtained by defeating enemies who use Arrows as their primary weapon. It's possible for him to carry many more than 30 Arrows, but he must visit the Fountain of Happiness.





WOODEN ARROWS

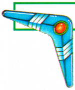
Arrows can be used for more than just defeating enemies. Sometimes, they can be used to get rid of other obstacles, such as walls which block Link's forward progress.



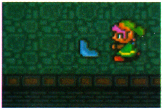
SILVER ARROWS

The Fat Faerie in the Dark Pyramid will give Link the only weapon which is capable of defeating Ganon: the Silver Arrows.

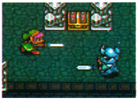
BOOMERANG

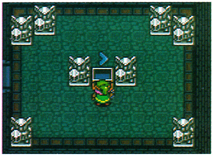


The Boomerang has weak destructive power, but it has the ability to stun most enemies for a short period of time. The Boomerang is the item of choice when walking about Hyrule because you can use it to quickly retrieve items such as Hearts, Rupees, Arrows and Bombs.



Link can't throw the Blue Boomerang too far, but he'll be able to retrieve items within a short distance.



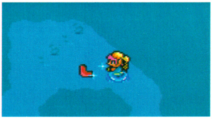


BLUE BOOMERANG

Link will pick up the Blue Boomerang in Hyrule Castle.

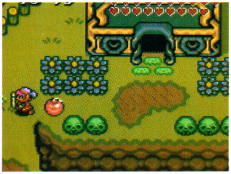
MAGICAL BOOMERANG

The Mysterious Pond behind a waterfall is where Link will be able to get the Magical Boomerang. The resident Faerie will exchange Link's Blue Boomerang for a Magical red one.



BOMB

Each Bomb is a blue bundle of power that really packs a wallop! Link will be able to carry 10 Bombs when he first sets off to rescue Zelda. However, like the Arrows, Link can increase the number of Bombs he can carry by visiting the Fountain of Happiness and donating Rupees to the Faeries. Almost all walls with cracks in them can be blown open with a Bomb. Link needs to move away from a Bomb once he has set it, because the ensuing explosion will hurt him. By pressing the A Button, Link can pick up and throw a Bomb.

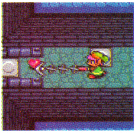


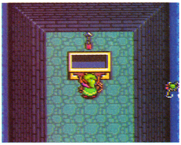
SUPER BOMB

In the spot that Link's House was located in the Light World, a Bomb Shop appears in the Dark World. The merchant tells Link that he is working on a Super Bomb. Later on, the Super Bomb will be completed and Link can purchase it for 100 Rupees.

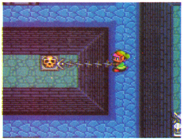
HOOKSHOT

The Hookshot is a very versatile tool. It has several different uses. Link should use it mainly as a grappling hook to pull himself across various gaps. The end of the Hookshot will latch onto a variety of surfaces and objects and then will pull Link toward that object. The Hookshot can also retrieve various items and will stun most enemies.





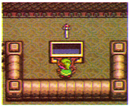
The Hookshot is locked in the Big Chest in the Watergate dungeon. Link needs it to proceed.



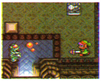
Boing! Link has extended the Hookshot and is using it to grapple across a treacherous gap.

FIRE ROD

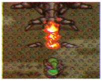
The Fire Rod is one of the most powerful weapons Link will have in his arsenal. Flames jump from the end of the rod and will burn most enemies. The Fire Rod works especially well on Gibdos because the cloth which they are wrapped in is extremely flammable.



Link opens the Big Chest in the Skull Palace to find the Fire Rod. This weapon uses quite a bit of Magic Power.



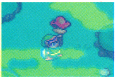
Gibdos will go down in flames quickly with a blast from the Fire Rod.

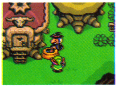


To proceed further into Skull Palace, Link needs to use the Fire Rod.

MAGIC MUSHROOM

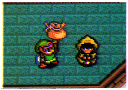
Found only in a damp, misty glen in the Lost Woods, the Magic Mushroom is a much-sought-after item by Witches. Witches will not enter the Lost Woods, but they reward anyone who offers them a Magic Mushroom. It's a key ingredient in Mushroom brew—a rare Hylian concoction.



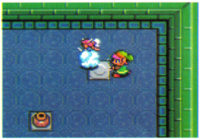


MAGIC POWDER

A short time after Link gives the Witch a Magic Mushroom for her Mushroom brew, the Witches Apprentice inside of the Potion Shop will have a bag of Magic Powder ready for him.

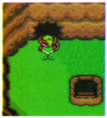


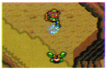
Many enemies will change form when Link sprinkles some Magic Powder on them.



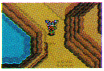
ICE ROD

After Sahasrahla gives Link the Pegasus Shoes, he tells him to get a strange and mystical weapon called the Ice Rod which is located to the east of Lake Hylia. Link must travel south of the lake and then up and around to the lake's northeast corner. Link will be able to see a cave entrance, but just to the left of that entrance is a pile of loose rocks. Bomb through the rocks to reveal another entrance.





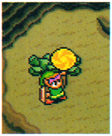
An icy blast flies out from the Ice Rod. It freezes enemies solid.



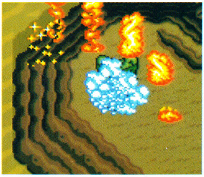
Once frozen, Link can pick up an enemy and throw it to destroy it.

BOMBOS

The ancient Hylians built giant monoliths which were meant to instruct the Hero about very special magic spells. The Bombos monolith was placed on a cliff above the entrance to the Great Desert. By activating the Bombos Medallion, Link can create a large explosion around himself which will defeat a group of enemies.

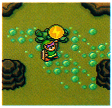


Use the Book of Mudora to translate the inscription on the monolith.

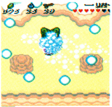


ETHER

High atop Death Mountain, west of the Tower of Hera, a lone monolith stands waiting for the Hero to claim its secret gift. The translation which Link reads using the Book of Mudora states that if the Master Sword is held up, the bearer will receive the power of Ether. Using the Ether Spell, Link can control the prevailing winds and can even change the weather in certain areas of the Dark World. The monolith will crumble once the Ether Medallion is claimed.



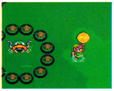
Link can now add the Ether Medallion to his arsenal.



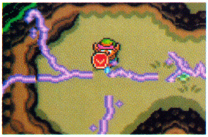
Whoosh! The power of wind is now at Link's disposal.

QUAKE

A sign near the Lake of Ill Omen warns passersby not to throw anything into the nearby circle of stones. Being the daring soul that he is, Link should throw something into the circle. A strange fish will try to bribe Link into leaving him alone by giving him the Quake Medallion. Using it causes the earth to shake violently. Link can gain entrance to Turtle Rock by using Quake.



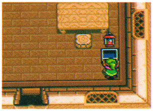
A shy water resident will give up the Quake Medallion.



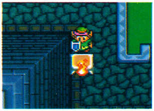
Crunch! Link thrusts his sword deep into the Hylian crust to activate the Quake Spell. The ground will shake with tremendous force.

LAMP

Whenever Link enters a cave, dungeon or other dark area he will have instant access to his trusty Lamp. The oil in the Lamp is long-lasting, but it does require Magic Power to light.



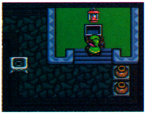
Link realizes that if he must go to the depths of Hyrule Castle, he'll need a dependable Lamp.

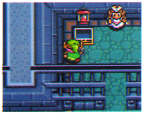


Link can always use the Lamp to light the larger, stationary torches in caves and dungeons.

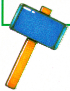
A LAMP IN 3 LOCATIONS

If, for some unforseen reason, Link neglects to collect the Lamp before he leaves his house and enters Hyrule Castle, he can find other Lamps inside the castle. It's best for Link to pick up the Lamp at home because it allows other important items to appear in the Small Chests inside of Hyrule Castle.

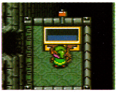




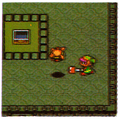
MAGIC HAMMER



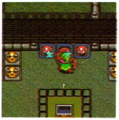
Using the Magic Hammer, Link can drive stakes down into the ground. He can use it to pound on other things, too—like enemies! The Magic Hammer can deliver a powerful blow.



The Magic Hammer is locked in a Big Chest on a small platform.



The Turtles can't be defeated unless they are off their feet. Flip them over onto their shells with the Magic Hammer and then smash them again.



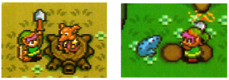
These characters block Link's path. Thump them once on the head and then move on.

A POWERFUL BLOW

There are plenty of enemies who can be destroyed by using the Magic Hammer. The only drawback to using it is its range of motion. It's very short.

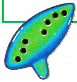
SHOVEL

A boy wandered into the Haunted Grove and was transformed into an odd creature. In the Light World, the boy used to play a Flute. The transformed boy will give Link a Shovel if he agrees to help him.

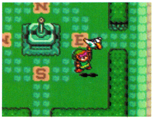


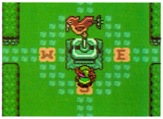
Link should use the Shovel to find the Flute for the boy. It's buried in the Light World Grove.

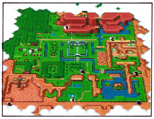
FLUTE



The boy in the Haunted Grove tells Link to keep the Flute. Surely, it must have some sort of mysterious power. It does. If Link plays the Flute in front of the Weathercock in Kakariko Village, the Duck appears and will be at Link's disposal.



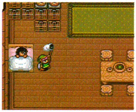




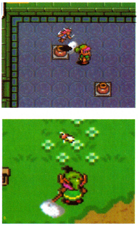
Use the Flute to call the Duck. Choose one of the eight locations.

BUG-CATCHING NET

There is a sick boy resting in the house just to the north of the Inn. This boy has a Bug-Catching Net which he will give to Link to use. In order to receive the Net from the boy, Link must have at least one Bottle in his possession.



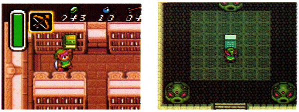
Make sure Link has a Bottle before seeing the sick boy.



Link can use the Bug-Catching Net to capture a variety of flying creatures. Catch and release them or put them in an empty Bottle for future use.

BOOK OF MUDORA

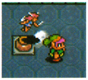
Link uses this mysterious book to read the ancient Hylian language. It can be found in the Library. There are no stepladders in the Library so Link must cause the green-covered book to fall from the top shelf by Dashing into it.



When translated with the aid of the Book of Mudora, the ancient Hylian language tells Link what he needs to do next.

MAGIC BOTTLE

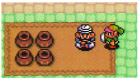
Link should pick up four Magic Bottles during his quest. They are extremely important to have. These are the containers in which Magic Potion is stored. The Bottles are very durable and will not crack or shatter under any circumstances.

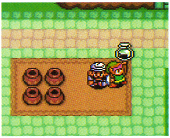


Link can't put anything into a full Magic Bottle.

BUY ONE

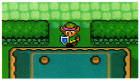
Obtain a Bottle from a merchant near the Weathercock.

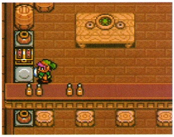




TAKE ONE

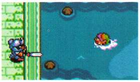
Enter the rear of the Inn to find a Bottle in a small Chest.

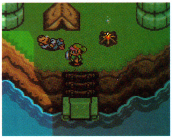




BORROW ONE

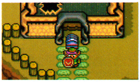
The hobo under the bridge will lend Link a Magic Bottle.

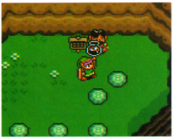




GET HELP

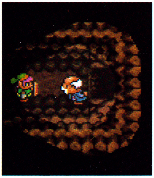
Bring a Chest for a shy thief to open. A Bottle is inside.



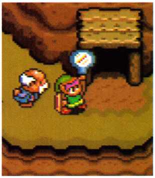


MAGIC MIRROR

When Link first makes his way up Death Mountain, he will encounter an old man who is lost in one of the caves. Escort the old man to safety and he will reward Link with a valuable gift—the Magic Mirror. Link can transport himself between the Dark and Light Worlds using the mirror. By gazing into it while in the Dark World, Link will envision himself in the Light World and will be drawn back into the realm from which he originally came.



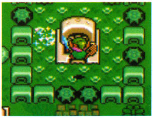
Offer to take the old man up Death Mountain when he asks for help. He will give Link some valuable information for guiding him.



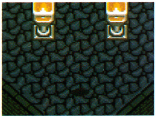
Link will be well-compensated for doing a good deed for the old man. The Magic Mirror is Link's ticket out of the Dark World.

MAGIC CAPE

By wearing the Magic Cape, Link will be invisible as long as he has Magic Power remaining. If Link selects the Magic Cape from his inventory and uses it by pressing the Y Button, he will become invisible until his Magic Power runs out or until he pushes the Y Button again, or if he selects some other item. Only Link's shadow remains while he is using the Cape. Enemies cannot do any damage to Link, but he needs to keep an eye on his Magic Meter.

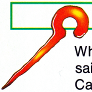


In the Graveyard, Dash into the headstone which is furthest to the east. It's a cave entrance.

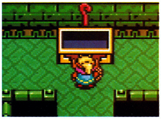


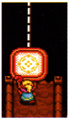
Link can walk right past obstacles and enemies as long as he has enough Magic to power the Cape.

CANE OF SOMARIA

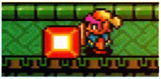


What a strange and wonderful item! It is said that canes or staffs such as the Cane of Somaria were once used by powerful wizards. Each cane had an individual power which no other cane could share. Some canes had constructive power, while others had destructive power. It just so happens that the Cane of Somaria has both! With it, Link can lay down a block and then push that block wherever he wants it to go. The same block can also act as a weapon if Link positions it correctly. The Cane will use some Magic power, but not a great deal.

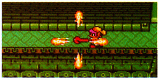




Link will need to use the Cane of Somaria to cross some dangerous chasms.



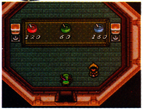
Drop an orange block to the floor by pressing the Y Button once. Now position the block appropriately.

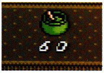


Pressing the Y Button after dropping a block will cause it to break and shoot out in four directions.

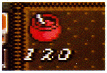
MEDICINE

Throughout Hyrule, there are merchants who sell Life Potion, or Medicine. There are three types of Medicine. The Red Medicine will boost Link's Life Meter. The Green Medicine will boost Link's Magic Meter. Finally, the Blue Medicine will boost both the Life and Magic Meters.

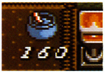




The Green Medicine will restore some of Link's Magic power.



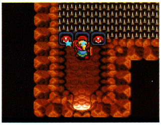
The Red Medicine will only give a boost to Link's Heart Meter.

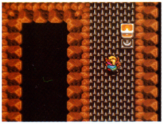


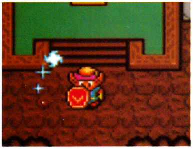
The Green Medicine is the most expensive, but a very good buy.

CANE OF BYRNA

Like the Cane of Somaria, the Cane of Byrna was once used by powerful wizards to combat evil. In the land of Byrna, where this Cane originated from, evil powers attacked from all directions. The Cane was constructed to defend its bearer from all sides. When activated, the Cane of Byrna emits a protective barrier which encircles Link for as long as he has Magic Power. Press the Y Button to activate and deactivate the cane. If attacked by a swarm of enemies, Link should use this Cane until he is safe.



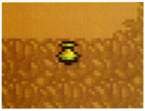




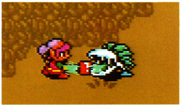
Link will feel extremely safe when the power of the Cane of Byrna is encircling him. It's great to have extra protection.

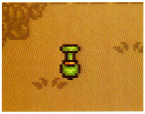
MAGIC POTION

Link can increase or restore his Magic Power by finding Potion Bottles. Certain enemies are more likely to give up Potion Bottles when destroyed. For example, if Link freezes a Snap Dragon and then uses the Magic Hammer to destroy it, a Potion Bottle may appear.



A small Potion Bottle restores a bit of Link's Magic Meter, but a large Bottle completely refills it.



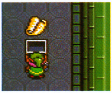


Potion will oftentimes appear by hammering a frozen enemy.

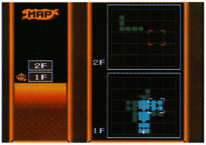
DUNGEON EQUIPMENT

MAP

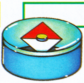
Each dungeon has a Map of all its rooms. Link can always find the Map inside of a Small Chest in the dungeon. Press the X Button to view the Map.



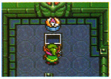
Link can see where he's been and also where he needs to go with the Map.



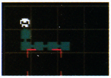
COMPASS



Each dungeon is equipped with a Compass to let Link know where the Dungeon Master is located. A small white Skull will appear on the dungeon Map to indicate the position of the Dungeon Master. The Compass is usually a very important item for Link to have and use.



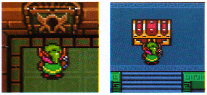
The Compass will always be located in a Small Chest.



The Skull indicates the Dungeon Master's position.

BIG KEY

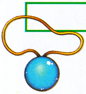
There are varying numbers of small keys located throughout every dungeon, but there will only be one Big Key in each one. This specially crafted key will only open Big Chests and doors bearing special large keyholes. When Link obtains a Big Key, it will be displayed in the Dungeon Item section of the Item sub-screen.



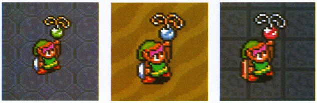
The Big Key will only open a Big Chest and any door bearing a very large keyhole.

REWARDS FOR BRAVERY, STRENGTH AND INTELLIGENCE

PENDANT



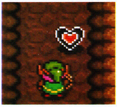
Ancient Hylian lore states that only the person who wears the Pendants of Courage, Power and Wisdom can become the Hero. It has also been said that only the Hero can wield the Master Sword. The three Pendants are the key to unlocking the Master Sword from the stone in which it has been imbedded for eons. When Link obtains all three Pendants, he should go to the Lost Woods and find the Master Sword. After obtaining the powerful work of art, he can go after the root of the evil.



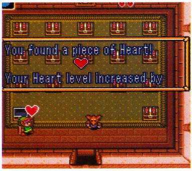
Link must forge his way through the East Palace, the Desert Palace and the Tower of Hera in order to obtain the three powerful Pendants.

PIECE OF HEART

For Link to max out his Heart Level, he must find 24 Pieces of Heart in various locations throughout the Light and Dark Worlds. Finding all of them will be no easy task, but the irregularities and inconsistencies which Link sees between the two Worlds will lead him to locate many Pieces of Heart. The willingness to fully explore all areas will help as well.



When Link collects a total of four Pieces of Heart, his Heart level will be increased by one Heart.



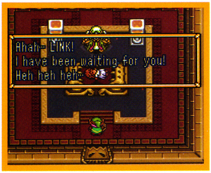
You found a piece of Heart!

Your Heart level increased by

Battling Foes

Why Fight Fair?

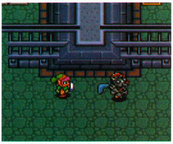
Approaching enemies from behind is a sure way to surprise them and land the first blow. Many times the first blow will be the final blow, especially as Link progresses through the game and builds his fighting skills. Link can use various structures to his advantage by hiding behind them.



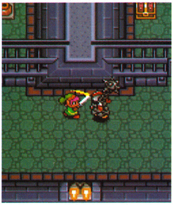
Ahah... LINK!
I have been waiting for you!
Heh heh heh...

BALL AND CHAIN TROOPER ▶HYRULE CASTLE

The first major enemy Link will encounter is the Ball and Chain Trooper. He is located in the basement of Hyrule Castle. Princess Zelda has been locked in a jail cell and awaits Agahnim's next move. The Ball and Chain Trooper has been assigned to guard the cell. Use Link's newly-acquired Blue Boomerang to stun the Trooper, then quickly attack with the Sword. An alternate attack plan is to use the pots which are located in the empty cell to hurl at the Trooper. Link will receive a Big Key for defeating him.

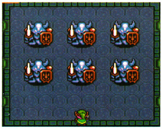


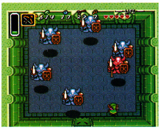
Throw the Blue Boomerang from a distance, then charge in quickly for the attack while the Ball and Chain Trooper is stunned and immobile.



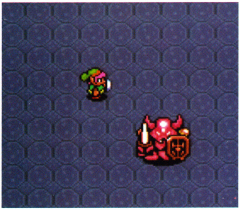
ARMOS KNIGHTS ▶EASTERN PALACE

Link discovers the Armos Knights in the last room of the Eastern Palace. Luckily, the wooden Arrows which he carries will pierce their armor. If he runs out of Arrows, the Sword is the only weapon he'll have to rely on. The last Knight will be more difficult to beat than the first five. Anticipate where the last Armos Knight will land and launch an Arrow in that direction. The Pendant of Courage will be Link's reward for overcoming the Armos Knights.





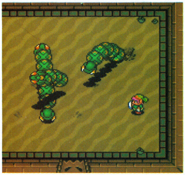
"Oh, no! Armos Knights!" Equip Link with his Bow and Arrows. Three carefully placed shots will take care of each of the first five Knights.



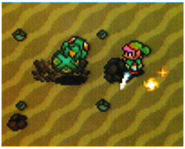
The last Knight will not like the fact that you have defeated his cohorts. He's extremely angry. It will take more than three hits to fend off his attack.

LANMOLAS ▶ DESERT PALACE

The giant sand worms which inhabit the Desert Palace are guarding the Pendant of Power. When each Lanmola bursts from the sandy floor, it kicks up rocks. Stand to the top, bottom, left or right of the spot where the Lanmola is going to break through the surface of the floor to avoid the rocks. Use the Spin Attack to hit the head of each Lanmola when it appears. The head is the only vulnerable spot. Be extra careful when the Lanmolas are sailing through the air.



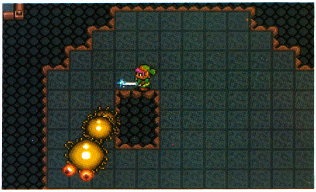
The rocks fly from the floor when the Lanmolas surface. Don't linger in one spot for too long because they can detect your location and will appear beneath you.



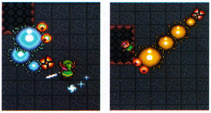
Use the Spin Attack on the Lanmolas. Stand near the spot where the Lanmola is going to break through. Time the attack so the Sword strikes the Lanmola in the head.

MOLDORM ▶ MTN. TOWER

A slithering, segmented worm-like creature, Moldorm guards the coveted Pendant of Wisdom. Moldorm resides on the sixth floor of the Tower—a hovering platform with open edges. If Link drops down to the fifth floor, he may lose some Heart power, but he can charge back up the staircase again. The tail is the weak spot and Link soon discovers that several precise blows to the end of the tail will take care of Moldorm.



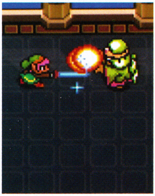
Hold down the B Button while moving around and then release it to deliver a powerful Spin Attack to the tail section.



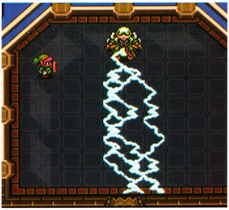
Link scores a direct hit! Now Moldorm is really upset. He will try much harder to push Link off of the elevated platform.

AGAHNIM ▶ HYRULE CASTLE

Now, with the Master Sword in hand, Link has battled his way through the upper regions of Hyrule Castle to encounter Agahnim. To Link's dismay, Agahnim makes Princess Zelda disappear. The entrance to Agahnim's lair is hidden behind a curtain. Link won't be able to do any direct damage to Agahnim with the Master Sword, but remembering previous clues should provide the solution to defeat the evil wizard. Use the Master Sword to reflect Agahnim's magic fireballs back at him. Easier said than done. He has more than one method of attack.



Stand directly in front of Agahnim. Take a slash at each fireball as it approaches to send it flying back at the terrible wizard!

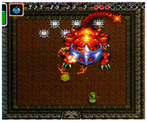


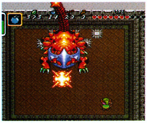
Agahnim will always go to the top of the room and stand in the center to unleash his lightning attack. Move quickly to one side to avoid it!

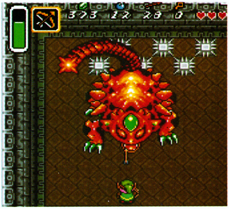
HELMASAUR KING

▶DARK PALACE

Link's first objective when he encounters the Helmasaur King is to try to get his mask off. This can be accomplished with several well-placed Bombs. The explosions will crack the mask and eventually will cause it to fall off. When the mask is gone, the Helmasaur King is vulnerable to attack. However, he's not ready to give up! His tail can whip all the way around his body and the spiked end can do a lot of damage. Stay close to his face when his tail swings around. The fireballs which spew from the beast's mouth should also be avoided. When the fireballs have cleared, move in to attack the green spot on his head with the Sword or Arrows.





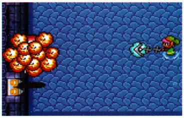


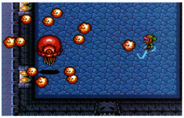
A ferocious attack is necessary to beat the huge Helmasaur King. Once you have his mask off, move in close for an attack on the exposed green area.

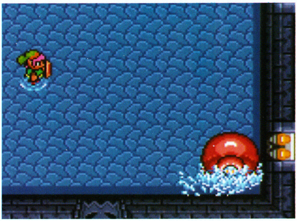
ARRGHUS

▶WATERGATE DUNGEON

In a swampy room at the end of the Watergate Dungeon, Arrghus oversees all of the evil creatures in the Swamp regions. Link must use the newly-acquired Hookshot to pull off the Arrgi—the small parasitic creatures floating around Arrghus. The Arrgi are strong when they're grouped together, but are very weak when separated from the pack. Extend the Hookshot at Arrghus to pull off an Arrgi. Attack Arrghus with the Sword when all of the Arrgi are gone.





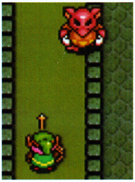


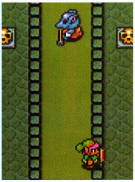
When all of the Arrgi have been eliminated, Arrghus will jump up and try to land on you. He will then swim around the room, trying to crash into you. Use the Spin Attack to stop his attack.

DUNGEON ENEMIES

■GORIYA

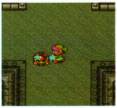
Link can face the ignorant green Goriyas and shoot them with an Arrow, but if he faces the red Goriyas, they will shoot a fireball at him. To combat this attack, shoot off an Arrow and then move in the direction which will trick the Goriya into walking into the path of the Arrow. It may take some practice, but it's a sure-fire way to end your Goriya problem.





■TURTLES

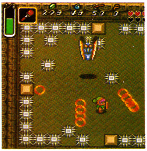
The Turtles are not much of a problem unless you run into a pack of them. Use the Magic Hammer to flip them over onto their shells. They will then be vulnerable to an attack. Use the Hammer to finish them off, but be careful—the Hammer can flip them back onto their feet as well!

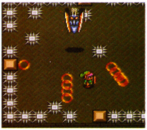


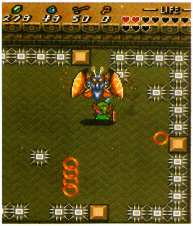
MOTHULA

▶ SKULL PALACE

This giant moth is no friendly butterfly! Conserve Magic power as Link makes his way through the Skull Palace because he will want to use the Fire Rod on Mothula. If he runs out of Magic Power and doesn't have any Magic Potion to refill his Magic Meter, use the Sword on Mothula, but use extreme caution—Mothula's lair is very dangerous. The floor moves and shifts directions, the spikes release from the walls and travel across the floor and Mothula will serve up a triple-beam attack. The third precious Crystal will be your reward for defeating Mothula.





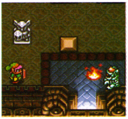


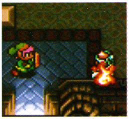
If Link has run out of Magic Power, he'll have to use the Master Sword to fend off the ghastly Mothula. Wait for the triple-beam attack to clear before approaching her.

DUNGEON ENEMIES

GIBDOS

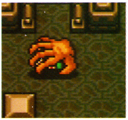
The mummified Gibdos are slow, but they are very strong. It's almost as if they "steal" extra Hearts when they touch Link. Link can fend them off with the Sword, but it's the mighty Fire Rod that will stop the Gibdos in their tracks. The cloth which surrounds their decomposed bodies is extremely susceptible to a blast of fire.

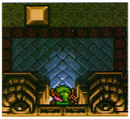




CLUTCH

Clutch attaches itself to the ceiling and waits for its prey. It won't harm Link if he comes in contact with it, but it appears that Clutch's main purpose is to stop the forward progress of anyone who enters the labyrinth. Clutch makes a whistling noise as it releases from the ceiling. Link can destroy it, but it will always come back.

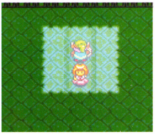


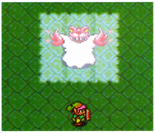


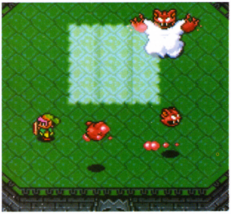
BLIND THE THIEF

▶ GARGOYLE'S DOMAIN

Blind, being the leader of the thieves, is very sneaky. He first appears to Link in the form of a maiden. Link may think he is doing a good deed by rescuing the maiden, but in fact, Blind is just setting him up. To get the real Blind to appear, lead the maiden into an area of sunlight. Bomb through the floor of the room one level above the large room with nothing in it. Take the maiden to the empty room which is designated by a skull on the map. When she transforms into Blind, hit him in the head. When Blind's body goes down for the third time, the fourth Crystal will be safe.



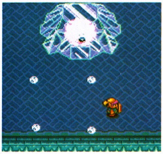


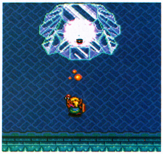


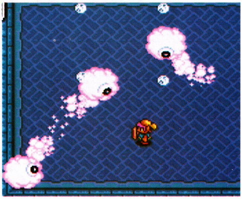
It's difficult not to get hit when Blind and the two other heads are flying around the room shooting fireballs and lasers at you. Make sure you have some Potions when you enter Gargoyle's Domain.

KHOLDSTARE ▶ICE ISLAND

Kholdstare greets Link with an icy glare when he enters his deep freeze room. Warm things up with the Fire Rod. Eight blasts will melt the ice block and release Kholdstare. Surprise! Kholdstare is not one, but three different bodies. A combination of using the Fire Rod and the Sword is a great way to destroy him. Using the Fire Rod alone will deplete Link's Magic power. Conserve the Fire Rod by using the Sword. Keep moving around the room in order to avoid the ice balls which fall from above.



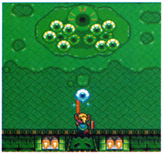


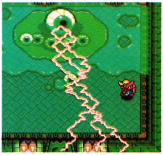


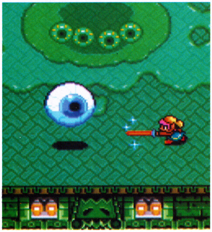
Each part of Kholdstare's body must be defeated. Keep moving to avoid the ice balls and to get the fifth Crystal.

VITREOUS ▶MISERY MAZE

Vitreous sees all. He knew Link was coming for the sixth Crystal. The eyes surrounding Vitreous come out to attack Link first. Vitreous emits huge blasts of lightning. Stand to one side and out of the way of the blasts while fending off the eyes with the Sword. Use Arrows and the Sword to beat this slimy villain. The maiden in the sixth Crystal will reveal the location of Princess Zelda.





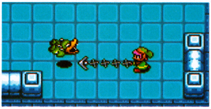


When the small eyes are gone, Vitreous emerges from the ooze to chase Link around the room. A direct attack with Arrows or the Sword will keep Vitreous at bay and ultimately destroy it.

DUNGEON ENEMIES

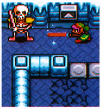
PENGATOR

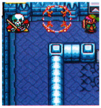
The only place Link sees Pengators is in the chilly depths of Ice Island. Pengators travel easily on icy surfaces. They jump at Link with their jaws wide open, but using the Fire Rod or Hookshot takes care of them easily.



STALFOS KNIGHT

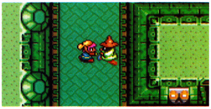
Another creature indigenous to Ice Island are the Stalfos Knights. They are mighty warriors, but can be taken out easily if you know what they are vulnerable to. Only a Bomb will ultimately destroy a Stalfos Knight.





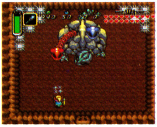
WIZZROBE

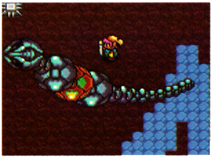
Wizzrobes appear in the same locations. Link will be able to see where they will appear before they finally take form. The best way to destroy them is to hit them with the Sword or other weapon just as they appear.



TRINEXX ▶ TURTLE ROCK

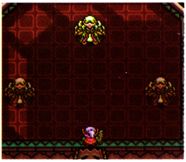
Link has to conquer Trinexx in order to rescue Zelda again. The left head is hot. Use the Ice Rod to freeze it then use the Sword on it when it's frozen. The right head is cold. Use the Fire Rod to thaw it out. The rods can be used to destroy both of the heads, but it's best to conserve Magic power. Trinexx will explode and then transform into an elongated creature with a vulnerable spot in its midsection. Use the Sword.

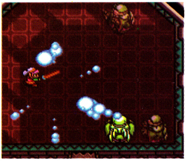

The hot head moves very quickly. Use the Ice Rod to freeze the hot head and then attack it with the Sword. Stay to the left side when using the Ice Rod.


Keep moving and let the transformed Trinexx slide by you. If possible, use the Spin Attack on the exposed midsection of the beast.

AGAHNIM ▶ GANON'S TOWER

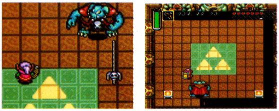
Ganon's Tower is filled with a vast assortment of minor enemies. Link will run up against another Moldorm and another pack of Armos Knights, too. However, this time around, Agahnim will try to fool Link by cloning himself twice. The "false" Agahnims will appear slightly hazy; Link can see through them. As before, reflect the magic fireballs back at Agahnim. The magic will only damage the "true" Agahnim.

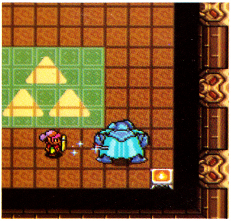

Agahnim and his clones will all launch magic fireballs at Link. Luckily, there will be no lightning attacks this time.


Concentrate on reflecting the fireballs back at the "true" Agahnim. Link can't do any damage to the "false" clones.

GANON ▶ PYRAMID OF POWER

The final battle with Ganon will take place in the Dark Pyramid. Ganon smashes through the top of the pyramid and Link must jump into the hole he has created. Ganon first attacks with his Trident and then he attacks with his Blazing Bats. Be careful not to fall off the edge of the floor when it breaks away. Link must ignite both of the lanterns at the bottom of the room with the Lamp or Fire Rod to break through Ganon's secret technique of Darkness. When Ganon appears, strike him with the Sword. He will turn blue and freeze for a second. Quickly shoot a Silver Arrow at him. Repeat this process until four Silver Arrows have struck him.

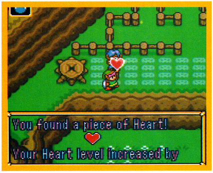

Ganon first attacks with his Trident. He will also jump up and come smashing down causing the edges of the floor to break away. Stay toward the middle and don't fall off the edge.


There is no way Link will be able to defeat Ganon if he doesn't have the Silver Arrows. When you see Ganon turn blue, immediately fire a Silver Arrow at him. This is the only time he is truly vulnerable. Link must connect with four direct hits.

Take Heart, Young Man!

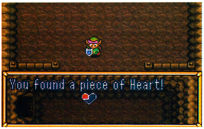
Perseverance Paves The Way

While traveling in Hyrule, Link will come across things that appear odd. For example, a circle of bushes or rocks, and other oddly placed items. Usually, this will alert Link to the fact that if he does something special in these areas, he will be rewarded for his efforts.


You found a piece of Heart!
Your Heart level increased by

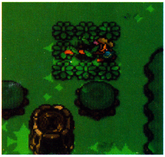
HOW MANY CAN YOU COLLECT?

The order in which Link takes possession of the Pieces of Heart is not important, but Link may need special equipment and abilities to retrieve many of the Pieces. When Link has gathered four Pieces, a full Heart Container is added and his Life Energy will be instantly replenished. Link can then set his sights on piecing together another valuable Heart Container. The maximum number of Heart Containers available is 20.


You found a piece of Heart!

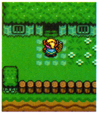
1 LOST WOODS

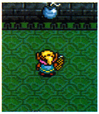
Enter the Lost Woods just north of the Fortune Teller's hut and proceed north. Cut the center bush in a 3x3 bush cluster and then drop into the hole. When Link lands, the Piece of Heart will be just below him.



2 BLIND'S HIDEOUT

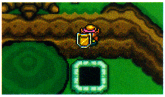
Enter the Thieves' Hideout and go to the basement. Bomb through the cracked wall in the basement. The Piece of Heart is located in the Chest. The band of thieves outgrew this hideout, but they have left some treasure behind.

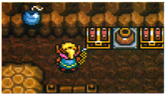




3 CAVE IN KAKARIKO VILLAGE

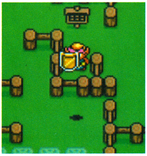
To the northwest of the Bottle merchant, there is a well. Stand on the ledge above the well and jump into it. Bomb through the cluster of rocks for a reward.



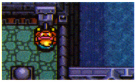


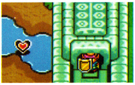
4 15-SECOND GAME

Enter the House of the Quarreling Brothers and open a passage on the left. When Link goes out the bottom door of the left room, he will be put to a test of speed. Link will get the Piece of Heart if he completes the maze in 15 seconds or less.



5 SWAMP ENTRANCE

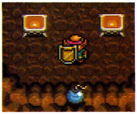




Enter the Watergate and proceed to the far room where there are two levers Link can pull. Pull the lever on the right. This will cause the dam to open. The water level in the swamp region will fall. Exit the Watergate to find a Piece of Heart to the west.

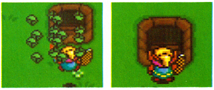
6 N.E. DESERT CAVE

Enter the cave in the northeast corner of the Great Desert. In the same room where Aginah the Wise Man is, bomb through the bottom wall to find a stuffy small chamber containing a single Small Chest. Here lies another elusive Piece of Heart.



7 JUST WEST OF THE SANCTUARY

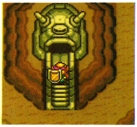
Link must have the Pegasus Shoes to get this Piece of Heart. Dash into the pile of rocks to uncover the entrance to a square chamber. The Piece of Heart is located in the Small Chest.



Link can only open this chamber entrance with a Dash Attack—nothing else works.

8 S.W. CORNER OF THE DESERT

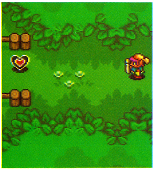
If Link travels to the far western reaches of the desert, he will see a Piece of Heart sitting up on a ledge. There will be a vulture lurking nearby. To get the piece, Link must enter the main entrance to the Desert Palace and come out of the western exit.



Link is able to get the Piece of Heart by leaving the Desert Palace at the west exit.

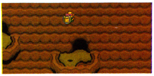
9 S.W. OF ZORA'S FALLS

After obtaining the Flippers, travel due south. Go over the first waterfall, but turn west just before going over the second waterfall. Walk up the small grassy slope and then continue west. The Piece of Heart is located here.

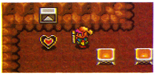


10 A DROP FROM SPECTACLE ROCK

Walk around the left side of the rock formation in front of Spectacle Rock and drop down to the ledge. Enter the cave and go to Floor 2F.



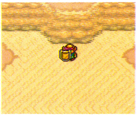
It's a leap of faith as Link jumps to the precarious ledge below.



Viola! A coveted Piece of Heart. This one was no big challenge.

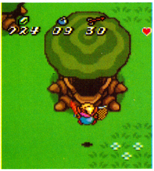
11 ON TOP OF SPECTACLE ROCK

The first time Link uses the Magic Mirror to warp back to the Light World, he should find himself standing on top of Spectacle Rock. His cunning has led him to the very top of Death Mountain. As a reward, he will find a Piece of Heart sitting on top of Spectacle Rock. It can't get much easier than that!



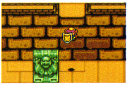
12 THE STRANGE TREE

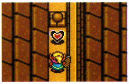
After defeating Agahnim, Dash into the Strange Tree. Now drop down through the trunk of the hollow tree. Bomb through the right wall after climbing the stairs. Go through the hole Link has created to find the Piece of Heart.



13 ON THE PYRAMID OF POWER

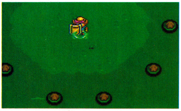
When Link first beats Agahnim, he will be drawn into the Dark World. Walk down the first set of stairs and then down the stairs on the right. Continue right and drop off the small ledge down to the next level. Go up and around to the right to find the Piece of Heart. This is an easy Piece to locate.





14 LAKE HYLIA CIRCLE OF STONES

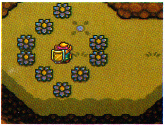
At the northwest corner of Ice Island, there is a large circle of stones which Link can swim to. Stand inside of the circle and use the Magic Mirror to warp back to the Light World. Link will appear on an island.



The Piece of Heart in this area is in the Light World, but Link must warp in from the Dark World.

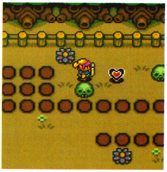
15 SOUTH OF THE HAUNTED GROVE

In the Dark World, just to the south of the Haunted Grove, there is a small circle of bushes. Stand near or in the center of the bushes and then use the Magic Mirror to warp to the Light World. Enter the cave on this small plateau to the find a Piece of Heart.



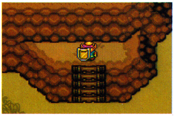
16 THE DIGGING GAME

In the same area where the 15-Second Game is located in the Light World, the Digging Game is in the Dark World. Pay the gatekeeper 80 Rupees to play the game. Link should keep trying until he finds the random Piece. It's worth the effort.



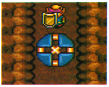
17 NORTH OF THE CEMETERY

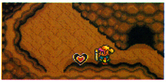
Link can climb up the short ladder which is located on the north side of the cemetery in the Dark World, but it looks as if there's nowhere to go from there. Wrong. Use the Magic Mirror to warp to the Light World and then enter the cave which appears in front of Link. Bomb through the far wall.



18 ONE WHO WEARS THE CAPE

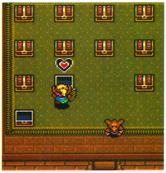
A sign reads: "I'll give a Piece of Heart to the person who wears the Cape." Link is able to see it from here. Enter the cave and go to Floor 2F. Use the Hookshot to cross the hole and then use the Magic Cape to walk through the Bumper. Walk out the door to get the Piece.





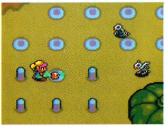
19 THE CHEST GAME

In the Village of Outcasts, enter the hut which has a symbol of a chest above the door. Pay the storekeeper 30 Rupees. Play as many times as it takes to find a Piece of Heart. Link may get it on his first try, but it may take many attempts.



20 THE STAKES SOUTH OF THE SMITHY

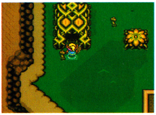
There are 22 stakes placed just south of the Smithy in the Dark World. If Link uses the Magic Hammer to pound in all of the stakes, the tree stump below the stakes will disappear and an entrance to a cave will mysteriously appear.

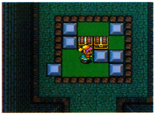


It doesn't matter what order Link pounds the stakes in—just make sure they're all flattened down.

21 WEST MISERY MAZE ENTRANCE

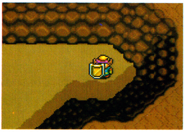
Warp to Location 6 and then use the Warp Tile which is located under a heavy rock. Jump off the ledge and proceed directly north. Go straight into the west "mouth" entrance and proceed down the stairs to find two Chests blocked by stones. Push the stones to get to the Chests.





22 FAR N.E. CORNER OF MISERY MIRE

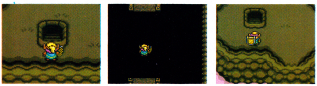
There is a cul-de-sac in the northeast corner of the Misery Mire. Stand in this area and use the Magic Mirror to warp to the Light World. Lift the large stone to uncover a cave entrance. Push the Blocks to get to the Piece of Heart.



This is a prime example of one of the "odd" areas which Link will encounter on his lengthy quest. Try everything possible.

23 DEATH MTN INVISI-BRIDGE

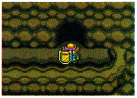
Travel west from Turtle Rock. Lift the first large rock. Link will find a cave with platforms, Chests and Skulls. Go up and over the invisi-bridge using the Cane of Somaria as a guide. Continue until Link finds himself outside.



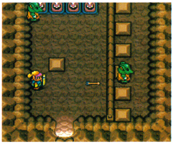
After crossing over an invisi-bridge and bombing through several walls, Link will find himself standing on an island in the clouds. Use the Magic Mirror to warp to the Light World and find a Piece of Heart.

24 NARROW LEDGE ON DEATH MTN.

Before entering the right door on the narrow ledge outside of Turtle Rock dungeon, use the Magic Mirror to warp. Enter the cave and defeat all of the enemies. Go through the open door.



Stand by the right door and use the Magic Mirror. This Piece is difficult to get.

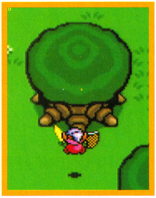


HEART LEVEL CHART This chart represents the level of Hearts which Link can accumulate by the time he enters each of these areas.		**WATERGATE DUNGEON**	♥♥♥♥♥♥♥♥♥♥♥♥
HYRULE CASTLE	♥♥♥	**SKULL PALACE**	♥♥♥♥♥♥♥♥♥♥♥♥♥
EASTERN CASTLE	♥♥♥♥♥	**GARGOYLE'S DOMAIN**	♥♥♥♥♥♥♥♥♥♥♥♥♥♥
DESERT PALACE	♥♥♥♥♥♥	**ICE ISLAND**	♥♥♥♥♥♥♥♥♥♥♥♥♥♥♥♥
MOUNTAIN TOWER	♥♥♥♥♥♥♥♥	**MISERY MAZE**	♥♥♥♥♥♥♥♥♥♥♥♥♥♥♥♥♥
HYRULE CASTLE	♥♥♥♥♥♥♥♥♥	**TURTLE ROCK**	♥♥♥♥♥♥♥♥♥♥♥♥♥♥♥♥♥♥
DARK PALACE	♥♥♥♥♥♥♥♥♥♥	**GANON'S TOWER**	♥♥♥♥♥♥♥♥♥♥♥♥♥♥♥♥♥♥♥♥

The Oaks

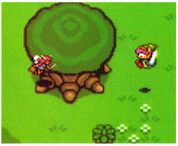
Tree Bashing!

The land of Hyrule is spotted with hundreds of old oak trees. Most of the oaks grow in the western regions of Hyrule, however there are a couple of areas in the east where the oaks will grow. Oaks which stand alone are special.



THE LIGHT WORLD OAKS

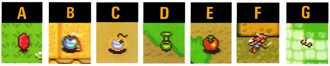
There are various items which have been placed in the trees over time. Rupees, Bombs, Potions and other items can be dislodged from their wooded resting places if Link Dashes into the correct tree. Some of the trees have been booby-trapped with Bombs that will activate, drop out and explode. Check the Tree Key before you Dash!

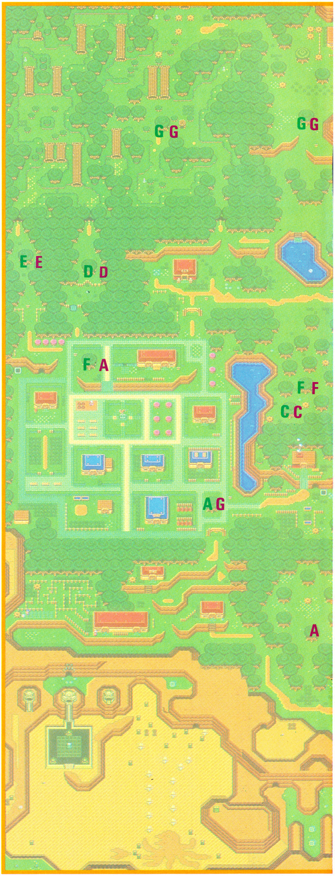


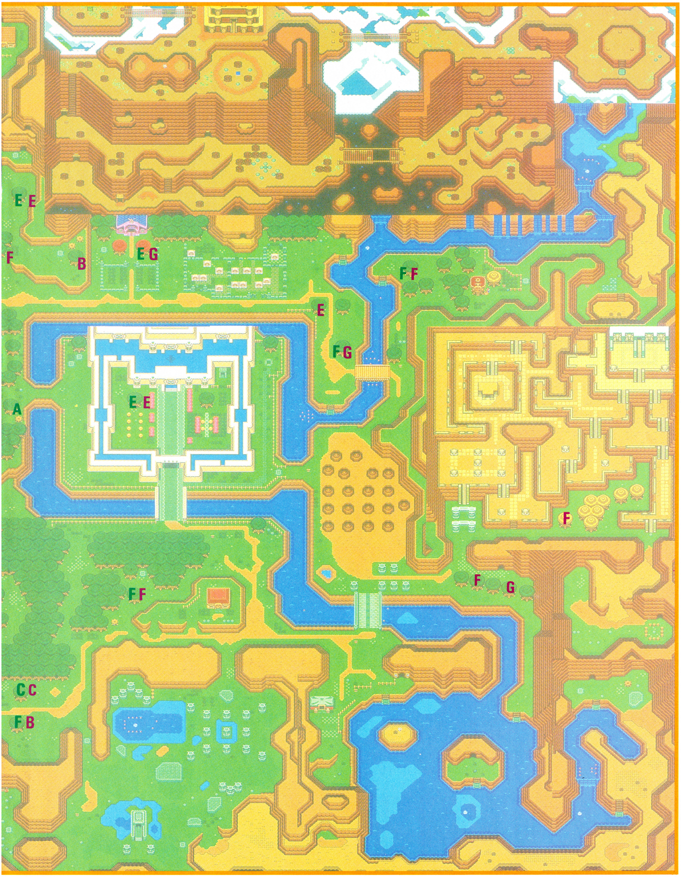
TREE KEY

A = 5 or 20 Rupees
B = 1, 4 or 8 Bombs
C = Activated Bomb
D = Large Potion Bottle
E = Apples

F = Small Faerie
G = Bees
🟩 = Before Defeating Agahnim
🟥 = After Defeating Agahnim






E E
F
B
E G
F F
E
F G
A
E E
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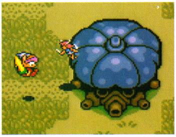
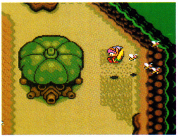
F
G
F F
C C
F B

THE DARK WORLD OAKS

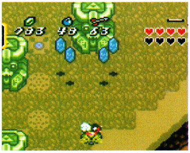
Most of the tree locations in the Light World remain the same for the trees in the Dark World. However, there are some exceptions. Finding the irregularities between the Worlds can lead Link to various important discoveries. Almost everything changes color in the Dark World.





REMEMBER TO PULL, TOO!

Link is very good at pushing and running into objects, but sometimes it's easy to neglect his other capabilities . . . like pulling. Pulling is usually done in dungeons, but not always. To get into the Thieves Domain, Link must pull to open the entrance. Pulling on objects sometimes reveals treasures. Link should try pulling on all statues he comes across. If it reveals treasure once, it will reveal treasure again.



When pulled, certain objects like this statue in the Great Swamp, will reveal treasures.

TREE KEY

A = 5 or 20 Rupees
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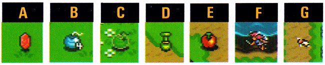

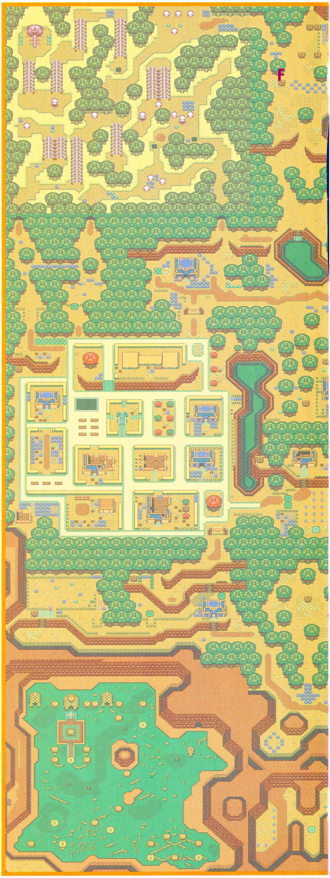

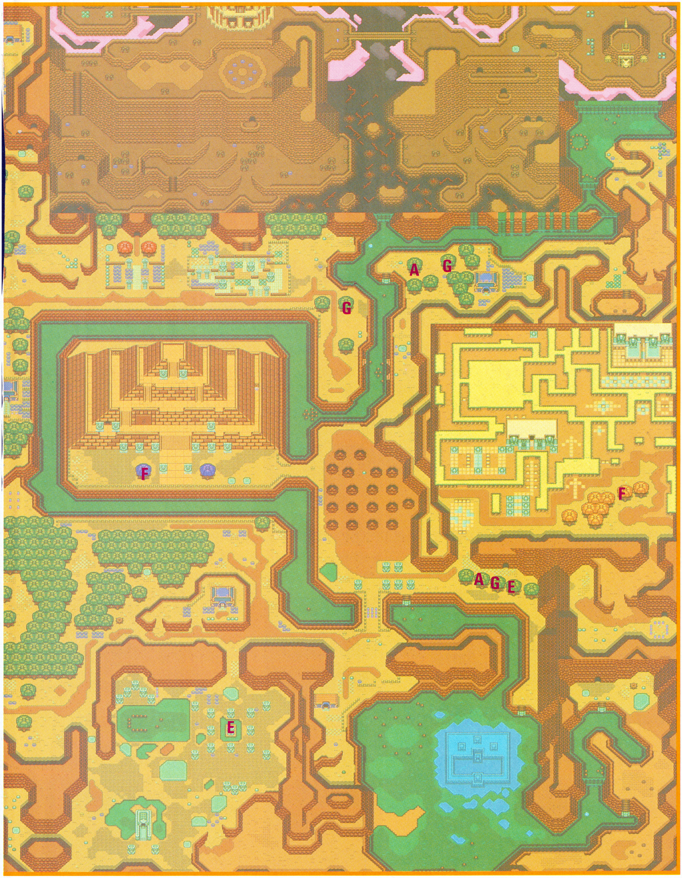
A
G
G
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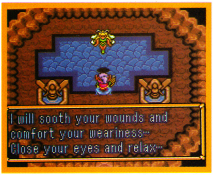
F
A
G
E
E

Faeries

Link's Little Helpers

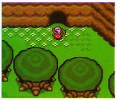
Faeries are the oldest beings known to Man and for as long as anyone can remember, they have always helped those in need. Link will find that Faeries and Faerie Springs are abundant in the Land of Hyrule. It's very important for him to know all of the locations where Faeries appear.


I will sooth your wounds and
comfort your weariness…
Close your eyes and relax…

LIGHT WORLD FAERIE LOCATIONS

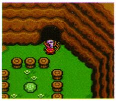
S.W. OF THE EASTERN PALACE

There is a cave just to the east of the gateway to the eastern region. Enter the cave to find a Faerie Spring. Refill Link's Hearts here.



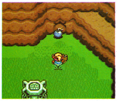
SOUTH OF THE EASTERN PALACE

There is a cave entrance near Warp Location 5. Enter the cave and follow the corridor to find four small Faeries in a shallow pond.



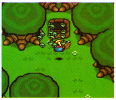
S.E. OF LINK'S HOUSE

There is a pile of rocks in the north-east corner of the Great Swamp covering the entrance to a Faerie Spring. Bomb the rocks to gain entrance.



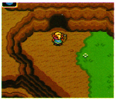
N.W. OF LINK'S HOUSE

Amongst a group of oak trees is a pile of rocks which Link can Dash into. The rock pile covers the entrance to a cave. Four Faeries reside here.



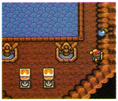
EAST OF THE DESERT PALACE

Enter the cave entrance to the west of the average middle-aged man standing by a sign. Relax while the Faerie comforts Link's weariness.



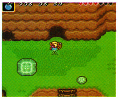
FOUNTAIN OF HAPPINESS

If Link places a Bomb near the loose pile of rocks to the right of the Faerie statue, he will uncover a small room holding four small Faeries.



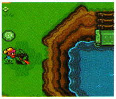
N.E. OF LAKE HYLIA

Enter the cave to the far northeast of Lake Hylia to find a Faerie Spring with two small Faeries floating about. Find the Good Bee here also.



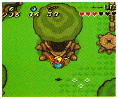
N.E. OF HYRULE CASTLE

There is a single bush growing within a small patch of grass in this area. Cut the bush and drop down the hole to find a Faerie's home.



EAST OF THE LOST WOODS

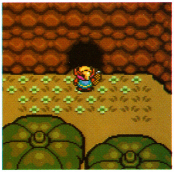
Dash into the Strange Tree and then drop down the hollow stump to find four small Faeries hovering about a small sunken pond in the cave.



DARK WORLD FAERIE LOCATIONS

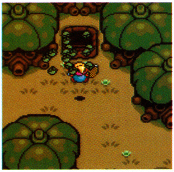
S.W. OF DARK PALACE

This Faerie location is in the exact same place as it is in the Light World. It's just to the east of the gateway to the eastern region. A large Faerie will greet Link with kindness.



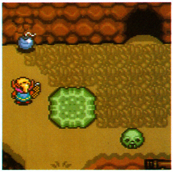
N.W. OF BOMB SHOP

This Dark World Faerie location is also in the same place as its Light World counterpart. Dash into the pile of rocks to uncover the entrance to a cave containing a Faerie Spring.



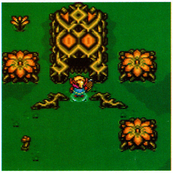
N.E. OF LAKE HYLIA

In the same location where Link found the Ice Rod in the Light World, he will find a Faerie Spring in the Dark World. Link should remember to check all item locations in both Worlds.



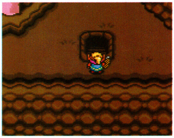
EAST MISERY MAZE ENTRANCE

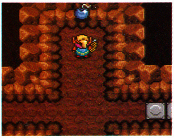
There are three "mouth" entrances to the Misery Maze. The east entrance is the door to a Faerie Spring. Visit here and fill up Link's Heart supply before entering the main Misery Maze entrance.



DEATH MOUNTAIN

There are locations on Death Mountain where Link can find small Faeries and a Faerie Spring to fill up on precious Hearts. Make sure that Link has a good supply of Bombs when entering this cave. There are many rooms which are closed off by piles of loose rocks.

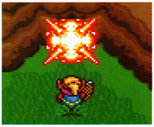




THERE'S MORE THAN ONE WAY TO GAIN ENTRY

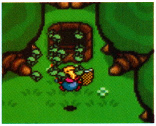
Link can use the Dash technique to open some entrances to caves and Faerie Springs. Placing a Bomb near a pile of loose rocks or a cracked wall is another way to gain entrance to a cave or room. There are very few loose rock piles or cracked walls which Link cannot bomb through. Most of the piles can be bombed and will reveal an entrance to a cave.

● BOMB THE WALL



Set a Bomb close to a pile of loose rocks or a cracked wall. The blast usually reveals an entrance.

● DASH ATTACK

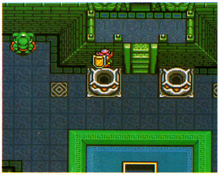


There are some walls and rock piles which Link will be able to Dash into and crack open to reveal a door.

DUNGEON FAERIES

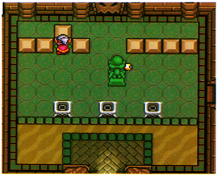
EASTERN PALACE

Before proceeding through the door which requires the Big Key, Link should walk to the right or left of the door and hop off of the platform into one of the jars. He will fall down to the next level and will find small Faeries floating about. Gather them all up before stepping on the Warp Tile to exit the room.



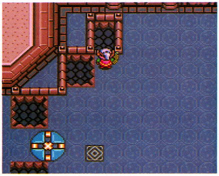
DESERT PALACE

Before leaving the west exit of the Desert Palace, visit the Faerie in the room just to the north of the room with the Rotating Green Laser Statue. Push a Block in the row of Blocks on the left side of the room and the shutter door will open. To avoid getting hit by a laser, let the Statue's eye pass before pushing the Block.



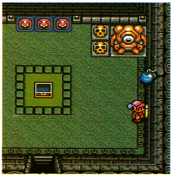
TOWER OF HERA

On the fifth floor of the Tower of Hera, there are some openings in the floor. If Link drops through one of these openings, he will fall all the way to the lowest floor of the Tower. There, he will encounter Heart-restoring small Faeries. This is a great place to catch a small Faerie and put it into a Bottle for use later.



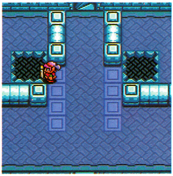
DARK PALACE

In the same room where Link finds the Map, there are cracked walls on the left and right. Place a Bomb in front of the crack on the right wall. Proceed through the door to find a room full of small Faeries.



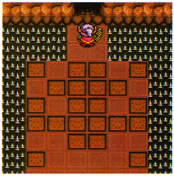
ICE ISLAND

Once Link has found the Crystal Switch in Ice Island and has lowered the blue Crystal Switch Fences, he can drop through a hole in the icy floor and then fall through a jar down into a room where Faeries live.



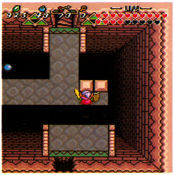
TURTLE ROCK

There is a room with spikes on the floor in Turtle Rock. Floor tiles will also rise up and fly at Link in this room. After 22 tiles have flown, a door at the north end of the room will open. Enter this room to find one small Faerie.

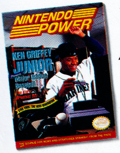


GANON'S TOWER

At the end of a long bridge, Link sees a cracked wall, but there is a gap which he must cross. Face away from the cracked wall and Dash into the barrier. The collision will bounce Link across the gap. Bomb through the wall and enter the room.



HERE'S THE MOST POWERFUL TIP IN THIS WHOLE BOOK



YOU'VE PICKED UP A FEW TIPS FROM THIS PLAYER'S GUIDE SO YOU ALREADY KNOW THAT A STEADY EYE AND A FAST THUMB AREN'T ENOUGH. UNLESS YOU'VE GOT A LITTLE **INSIDE INFO** YOU'RE IN FOR A WHOLE LOT OF PUNISHMENT. BUT LUCKILY THERE IS ONE TIP THAT'LL HELP WITH ANY GAME YOU THROW INTO YOUR SYSTEM. JUST SUBSCRIBE TO ***NINTENDO POWER*** AND YOU'LL SCORE THE WORLD'S BEST VIDEO GAME MAGAZINE EVERY MONTH. IT'S PACKED SOLID WITH TIPS, CODES, **FULL COLOR MAPS AND REVIEWS** OF THE HOTTEST GAMES. WE'RE TALKING MORE GAME ACTION THAN ANY MAGAZINE YOU'VE EVER SEEN. PLUS, JUST TRY TO NAME ANY OTHER MAG THAT GIVES YOU **GAME PAK COUPONS** AND THE CHANCE TO ORDER PLAYER'S GUIDES AND OTHER GEAR FROM THE SUPER POWER SUPPLIES CATALOG. ONLY YOUR SUBSCRIPTION AND AUTOMATIC CLUB MEMBERSHIP GETS YOU ALL THAT -- AND IT'S ALL **JUST $18!*** SO DON'T THANK US FOR THE TIP. JUST GET ON THE PHONE, CALL 1-800-255-3700, ASK FOR OFFER #2334 AND GET IN ON ALL THE ACTION!

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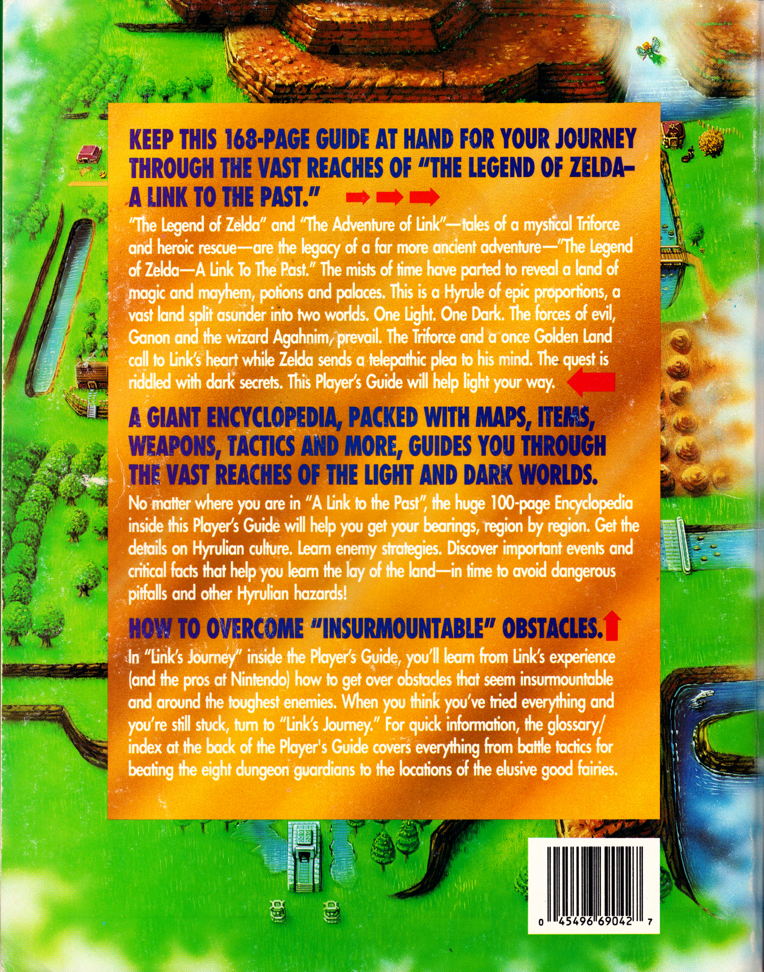

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A GIANT ENCYCLOPEDIA, PACKED WITH MAPS, ITEMS, WEAPONS, TACTICS AND MORE, GUIDES YOU THROUGH THE VAST REACHES OF THE LIGHT AND DARK WORLDS.

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HOW TO OVERCOME "INSURMOUNTABLE" OBSTACLES.

In "Link's Journey" inside the Player's Guide, you'll learn from Link's experience (and the pros at Nintendo) how to get over obstacles that seem insurmountable and around the toughest enemies. When you think you've tried everything and you're still stuck, turn to "Link's Journey." For quick information, the glossary/index at the back of the Player's Guide covers everything from battle tactics for beating the eight dungeon guardians to the locations of the elusive good fairies.

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melorasworld@gmail.com

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